run 5

THE JOURNAL OF STRATEGIC STUDIES GROUP

Issue 18

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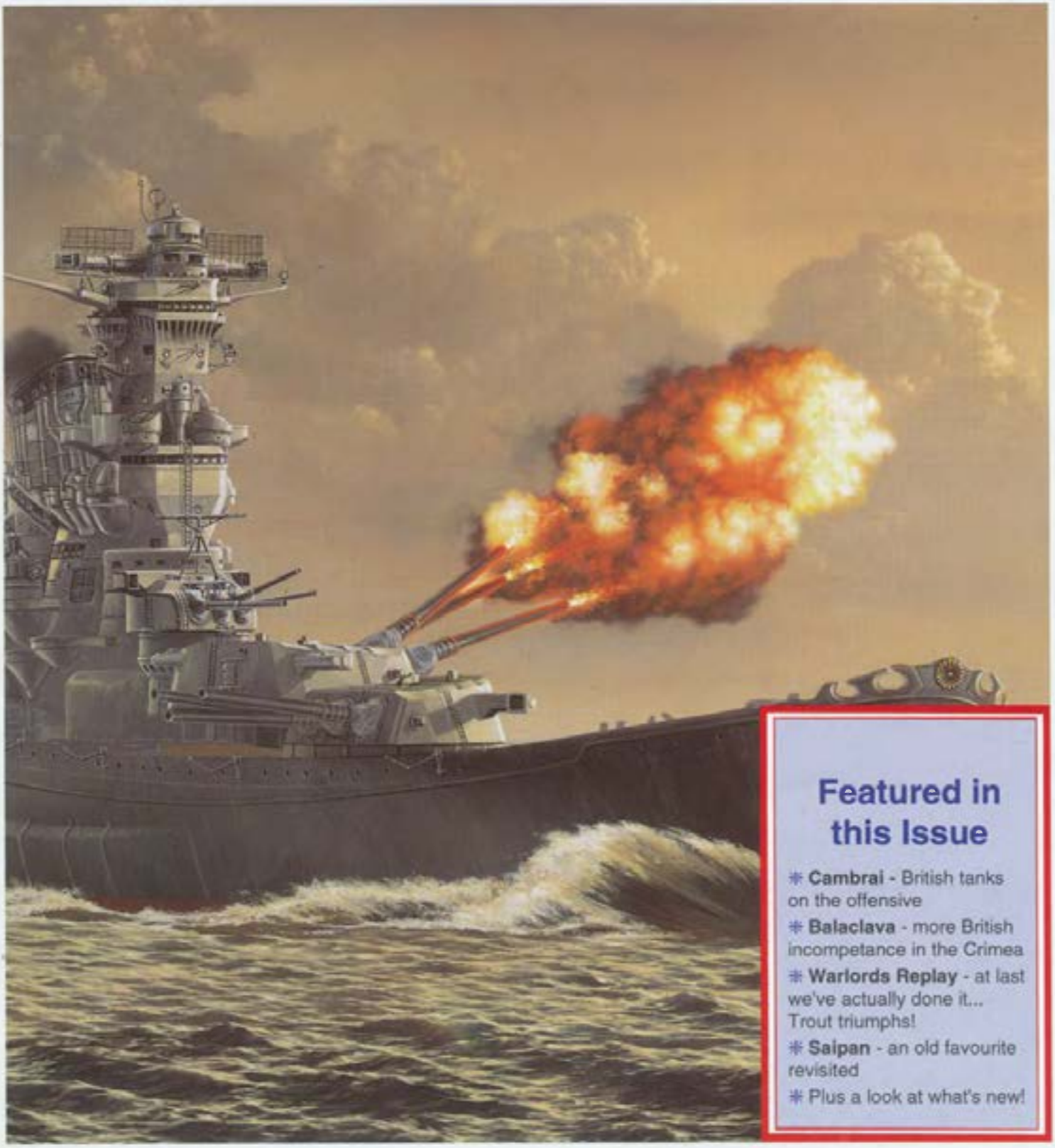

Featured in this Issue

- **Cambrai** - British tanks on the offensive
- **Balaclava** - more British incompetance in the Crimea
- **Warlords Replay** - at last we've actually done it... Trout triumphs!
- **Saipan** - an old favourite revisited
- Plus a look at what's new!

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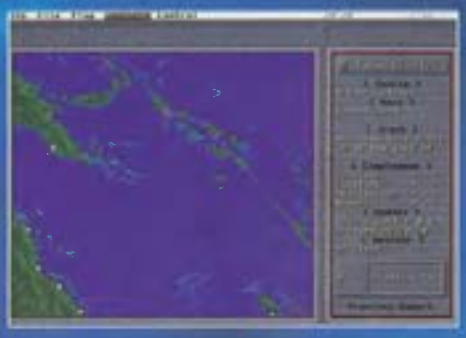

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SSG

Run 5

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Disk subscriptions are now available for IBM and Macintosh. The cost is the same for all formats.

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When we find the time, we intend to upgrade all the scenario disks from back issues into the new formats and allow new users to acquire them or current users to upgrade to them. We'll keep the cost as low as possible; it will depend on how much time it takes and how many scenarios we can fit onto a disk.

UPGRADING TO NEW MACHINES

We have received a large number of requests from our users to upgrade a particular title from one machine to another. In response to this demand, we have decided upon the following policy.

Any title from our range may be upgraded from one machine to another for a cost of half the retail price of the new version. You must send us the original program disk and the front page of the manual from that game. We will send you a complete copy of the new version of the game.

For example, if you wish to upgrade a C-64 version of *Halls of Montezuma* to the IBM/Tandy version, you should send us the original C-64 disk, the front page of the manual and the appropriate cheque, money order or MC/Visa number.

North American users must send their components and funds to our US Office. Everybody else must use our Australian Office.

EDITOR'S CHANCE

NO MORE EXCUSES. . .

Well here I am, the new editor of *Run 5*, for better or worse. As of this issue Ian is going back to what he does best, designing great games and I'm the one who's going to get the blame for the magazine not coming out on time.

I was looking at the advertisement I answered in *Run 5* Issue 17 and I have come to the conclusion that I must be "experienced, talented, punctual and tolerant"!, with, "an abiding interest in strategy games". Boy, have I got these guys fooled!

Readers will find that this issue sticks pretty much to the tried and true Trout formula, though as I progress I intend to put my own stamp on it. One change that you may notice is that I have tried to answer some of the many letters we get here at SSG. I reckon that if you take the time to write to us you deserve at least some chance of getting an answer to your queries. You might even want to write and suggest ideas for *Run 5* articles and scenarios.

This issue's scenarios are Saipan, Cambrai and Balaclava, battles from WWII, WWI and the Crimean War respectively. All work well, showing the flexibility of the *Battlefront* and *Decisive Battles* systems. I would appreciate your feedback on these topics; there are plenty of good European battles which could be done with DB and many of the more mobile WWI battles which would make good subjects for Battlefront. Don't worry, the next ten issues won't be Verdun, the Somme and Ypres (I, II and III) etc.

Next issue I intend to return to the American Civil War with two scenarios dealing with the battle of Perryville in 1862. The Battlefront scenario will be on Operation Pegasus, the relief of Khe Sanh Marine Base in April 1968.

There will be some interesting variants for Carriers at War scenarios (and per-

chance a replay of Keating's second consecutive defeat!) and some design notes on our 'soon to be released' *Warlords II*.

CARRIERS AT WAR CONSTRUCTION KIT (IBM)

As you read this the Construction Kit for *Carriers At War* should be just about on the shelves. In addition to the very comprehensive creation, graphics and intelligence routines, you'll also get three new scenarios (Wake Island, Guadalcanal and Tarawa), upgrades for the existing scenario, graphics and intelligence files, more scenario variants and finally an upgrade for the game program itself.

In particular, the Midway, Eastern Solomons and Santa Cruz scenarios have benefited from map realignment. Sometime after the release of the original game, it occurred to me (IKT) that the reason for the cramped deployment areas in these scenarios was simply the positioning of the playing area! I still can't believe that it took me that long to realise... so much for lateral thinking. Anyway, the new scenarios are much more flexible.

CARRIERS AT WAR (MACINTOSH)

The Macintosh version of *Carriers at War* will be released at the same time as the IBM Construction Kit. We are releasing it for color Macs (or 256 color grey scale) only.

IN THE WORKS

As always, SSG plans to attend the Origins Gaming Convention, to be held this year in Dallas/Ft Worth from July 1st through July 4th.

We expect to have ready the following titles.

Warlords II (IBM). If you were even vaguely excited by the original *Warlords*, you will be delighted by this release. Everyone at SSG gets an 'all expenses paid' jaunt to America if we have the game ready so it probably will be!

Japan Sweeps South (IBM and Mac). This will be a second game in the *Carriers at War* series featuring another six historical (and hypothetical) clashes from the War in the Pacific. The first scenario will explore a hypothetical clash between the American and Japanese battle fleets in 1936, when tensions first ran high between the two countries. Both sides will have plenty of battleships... and bi-plane aircraft aboard their flat-tops. I've been waiting a long time to work on this! Other scenarios will include the initial Japanese attacks on Malaya, the Philippines and the Dutch East Indies (including a more effective British response), the Japanese carrier raid into the Indian Ocean and the attacks on Australia and finally the American invasions of the Philippines and Okinawa (with lots of Kamikazes). Nick Stathopoulos, our resident artist, has produced superb cover art, a section of which has been used as the cover for this issue of Run 5.

Decisive Battles of the American Civil War (Amiga). It has taken us so long to produce the Amiga version of our popular Civil War battle game, that we have decided to package all three games into one volume. The package will also include a conversion program that will allow you to convert an IBM scenario to the Amiga. There will be no WarPlan kit with the package.

MacArthur's War (Mac). Both color and B&W machines are supported.

Decisive Battles of the American Civil War Vol III (Mac). Both color and B&W machines are supported.

Rommel (Amiga). At last!

SUBSCRIPTION CHANGES

It seems as if we have to make an announcement under this heading every issue. One consequence of our reluc-

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CURRENT VERSION NUMBERS FOR ALL SSG GAMES

Reach for the Stars
AII (3.01), C64 (3.01), Mac (3.1), IBM (3.0), IIGS (3.1), Amiga (3.1)

Carriers at War
AII (1.1), C64 (1.1), IBM (1.0)

Europe Ablaze
AII (1.0), C64 (1.0)

Battlefront
AII (1.0), C64 (1.0)

Russia
AII (1.0), C64 (1.0)

Battles in Normandy
AII (1.0), C64 (1.0)

Halls of Montezuma
AII (1.0), C64 (1.0), Mac (1.33), IBM (3.2*), GS (1.1), Amiga (1.2)

Decisive Battles of the American Civil War (Vol I)
AII (1.0), C64 (1.0), Mac (1.2), IBM (2.2)

Rommel
AII (1.0), C64 (1.0), Mac (1.33), IBM (3.2*)

Decisive Battles of the American Civil War (Vol II)
AII (1.0), C64 (1.0), IBM (2.2)

MacArthur's War
AII (1.0), C64 (1.0), IBM (3.2*)

Decisive Battles of the American Civil War (Vol III)
AII (1.0), C64 (1.0), IBM (2.2*)

Fire King
C64 (1.0), IBM (1.0)

Gold of the Americas
Mac (1.2), IBM (1.01), GS (1.1), Amiga (1.0), Atari ST (1.0)

Panzer Battles
AII (1.0), C64 (1.0), Mac (1.2), IBM (3.2*), GS (1.1), Amiga (1.2)

Warlords
IBM (2.1), Amiga (2.1), Mac (1.0)

Notes

* The difference between the .2 and .1 versions is the addition of the + and - key functions which allow you to vary the speed of the unit animation with "Full Map" graphics. This is especially useful with fast 386 machines.

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LETTERS TO THE EDITOR

The Editor,
Run 5,

I have supported your company for many years. Your approach to wargame design is excellent, and none of your products have ever really failed to deliver the advanced simulation concepts they've promised. Your Run 5 magazine is a fine after-sales medium that, despite harsh commercial realities, manages consistently to persuade us that you're not just after our money. Well done.

I should like to take issue, however, with the partisan style you adopt regarding the British. You really must stop this pom-bashing. For an international company specialising in military simulations, it is totally unprofessional. As a Kiwi serving in the British Army, I know only too well what you're on about. Nevertheless, I have suspended my subjectivity and perhaps you might do the same?

Take, for example, your recent scenario "Malaya- a very British catastrophe". The tone of your campaign write-up leaves one in no doubt about who SSG feels responsible for the defeat. To some extent you are correct. The reasoning of Percival and his subordinates may have been flawed and one would be hard put to describe his leadership as inspiring. Nevertheless, there are two sides to every story and I cannot believe it would have been to your commercial disadvantage to balance the argument. You could have said, for example, that Bennett's peppery aggressiveness was just as damaging to the Commonwealth cause as Percival's diffidence and that at least the British commanders did not scuttle off to safety at the last minute leaving their soldiers to rot in Changi. This last is a little harsh on Bennett, but it describes his actions with the same sort of bias that you have been applying to anything British for some time now.

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THE BATTLE OF CAMBRAI

"Through The Mud and the Blood to the Green Fields Beyond"

November 20-22 1917

A Scenario for the Battlefront Game System

by Stephen Hand

In the early summer of 1917 the Third Army of the B.E.F. received a new commander. This was Julian Byng, the general who had masterminded the successful attacks of the Canadian Corps at Vimy Ridge in April. Before Byng took command of the Third Army GHQ had put forward a plan to penetrate the Hindenburg line south west of Cambrai.

The defences of the Hindenburg Line in the Cambrai sector were formidable. The outpost zone consisted of a series of strong-points behind a swathe of barbed wire 100 yards wide. The forward trenches were over twelve feet wide, designed as a tank obstacle. This was repeated in the battle and rear zones, the whole defensive network being nearly four miles deep.

The Cambrai offensive was initially designed to be a diversionary attack by six divisions. The attack was intended to draw reserves away from Flanders where Haig's Third Ypres offensive (commonly known as Passchendale after the last, and least successful, phase of the battle) was about to begin. The initial plan had limited geographical objectives, primarily the Flesquires Ridge.

Byng had shown at Vimy Ridge that he was a meticulous commander who made every effort to reduce casualties among his men. His dissatisfaction with the original plan and the frustration of the Tank Corps with the increasingly unsuitable conditions around Ypres led to a revised concept for the diversionary attack. The senior ADC of the Tank Corps, Lt. Col. J.F.C. Fuller, proposed that the Corps be pulled out of Flanders and be used in an attack on Cambrai. Support for the plan was gained from Brig. Gen. Elles, the commander of the Tank Corps, the head of General Haig's operations section, Maj. Gen. Davidson, and General Byng. The plan was not approved as it was thought that the army could not profitably fight on two fronts at once.

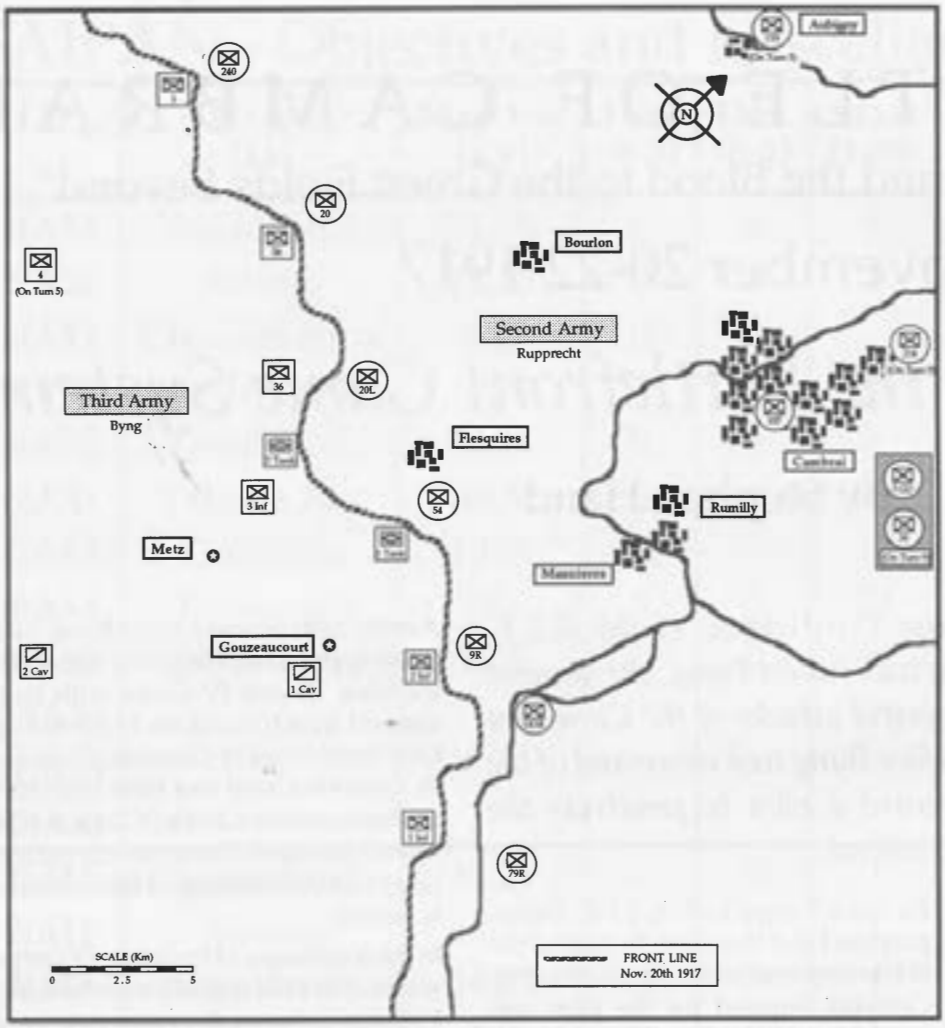
The problem remained of how best to carry out diversionary attacks in order to support third Ypres. Brig. Gen. Tudor commanding the artillery of 9th Division, IV Corps proposed to conceal a build up of artillery by using the new method of "silent registration". Rather than have each battery advertise its presence by using ranging shots, the new system used precise surveying to lay the guns.

Byng liked the idea. With no gun firing until zero hour, the prospects of surprise were greatly increased. Coupled with the tanks the chance of a breakthrough existed and Byng saw the possibility of using cavalry to exploit such a breakthrough.

Armed with detailed plans Byng once again approached Haig who approved the idea. III and IV Corps with tank support were to break the Hindenburg Line south-west of Cambrai. Once the St. Quentin Canal had been breached at Masnieres the Cavalry Corps was to sweep around Cambrai capturing Iwuy and the crossings of the Canal du la Sensee.

In the final stages of the battle IV Corps was to attack the rear of the units facing VI Corps to the north while a reserve of infantry passed through the gap to relieve the cavalry.

Kron Prinz Rupprecht of Bavaria
Acknowledged as one of the most competent German commanders of the war



Situation Map for Cambrai

The attack at Cambrai was always intended to be subsidiary to Third Ypres. The possibility of taking ground and inflicting casualties was secondary to drawing German reserves away from Flanders. Byng, however, was not prepared to carry out the attack in a haphazard manner. As with the successful attack on Vimy Ridge the planning was highly detailed. Possible problems were identified and solutions proposed.

It was just as well that Cambrai was treated as a serious offensive by those taking part in it. On the 12th of November, eight days before the attack was due to take place, the Third Ypres offensive was halted. The collapse of the Italian Front at Caporetto prompted British Parliament to send several divisions to Italy. Third Ypres could not be continued, but Haig was determined that Cambrai would go ahead as planned.

The area of the attack at Cambrai was held by three German divisions, though the main weight of the attack would fall on the 54th Division. Unbeknownst to the British, the Germans had a hint that an offensive might be launched in the area and on the 19th of November the 107th Division arrived from Russia, ostensibly for the purpose of relieving the 20th Landwehr Division on the 25th of November.

At 6.10 AM on the 20th of November the tanks started forward, drowned out by the noise of over 300 planes of the Royal Flying Corps. At 6.20 with the attacking force starting to move over no-man's land the artillery barrage erupted over the German positions. The suddenness of the bombardment, coupled with the appearance of the tanks behind the creeping barrage was too much for the majority of the defenders of the outpost zone, who fled.

The British attack swept on almost unopposed until it reached Flesquires where the reverse slope of the ridge was held by resolute defenders, both infantry and artillery, firing at the tanks over open sights. Poor coordination between the tanks and the infantry resulted in the loss of 16 tanks for no gain.

As IV Corps attack ground to a halt in front of Flesquires, III Corps were encountering no such problems. By noon elements of III Corps had reached the St. Quentin Canal at Masnieres. The poor bridges across the Canal held up the advance of the tanks, but several battalions of infantry managed to get across and engaged the defenders in street fighting.

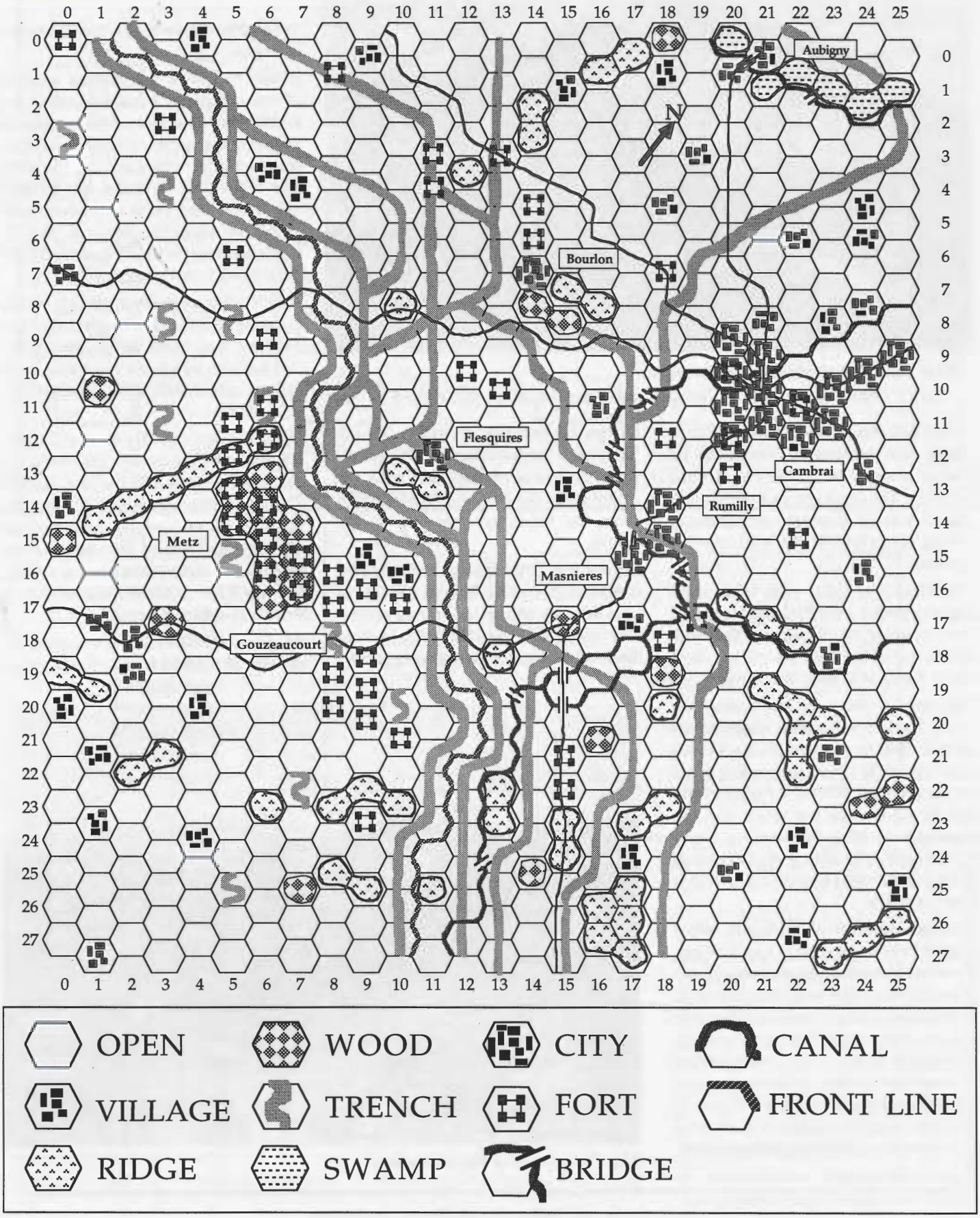
At 4PM B squadron of the Fort Garry Horse broke through a gap in the defences and proceeded to attack and destroy a German infantry column and a small field battery before retiring. Elsewhere the cavalry was prevented from crossing the Canal by the unforseen defence of the 107th Division.

As night fell, the only point east of the Canal in British hands was Masnieres. With Flesquires still untaken, though almost surrounded, Byng considered halting further attacks and consolidating the day's gains. In consultation with Haig he finally decided to renew the attacks on the morning of the 21st, IV Corps attempting to secure Bourlon Wood and the town beyond, while III Corps attempted to create a gap for the cavalry south of Masnieres.

Meanwhile, the German commander, Crown Prince Rupprecht, had recovered from the initial shock of the attack and had ordered three divisions to reinforce Cambrai.

The morning of the 21st opened well for the British as they found that the Germans had retired from Flesquires during the night. IV Corps advanced steadily throughout the day but were unable to capture Bourlon wood which was heavily defended. III Corps captured no further ground on the 21st as German reinforcements trickled in to man the defences on the Canal line.

CAMBRAI - Map


Aubigny
Bourlon
Flesquires
Cambrai
Rumilly
Metz
Masnieres
Gouzeaucourt
N
OPEN
WOOD
CITY
CANAL
VILLAGE
TRENCH
FORT
FRONT LINE
RIDGE
SWAMP
BRIDGE

Wire: the Infantryman's Nightmare
A MKIV Female Tank of F Battalion training for the attack at Cambrai

That night Haig called off the III Corps attack but decided to allow the IV Corps attacks to continue around Bourlon. The high ground of Bourlon Wood was of strategic importance, giving command of the area west of Cambrai.

The 22nd was quiet with both sides digging in along the III Corps front and only localised attacks around Bourlon. By the end of the 22nd the initial phase of the Battle of Cambrai was over.

The second phase of the battle, the costly battle for Bourlon commenced on the 23rd. In a series of attacks and counterattacks over the next few days, the British took most of Bourlon Wood but failed to take the town. On the evening of 27th November Byng halted further attacks and gave orders to dig in in anticipation of a major counterattack.

A counterattack was exactly what Crown Prince Rupprecht had in mind. Two new Corps had been formed from the reinforcements that had arrived in the Cambrai sector, many of the divisions trained in the new Stosstruppen infiltration tactics. The counterattack was set for the 30th of November and was intended to strike both flanks of the British salient cutting off the bulk of the divisions in the nose of the salient.

Rupprecht correctly perceived that the British were expecting an attack on IV Corps to recover Bourlon Wood. Therefore the build-up for the northern pincer was obvious and took the attention of the British generals away from the far larger build-up in the south.

On the 30th III Corps was holding a far longer section of the line than IV Corps and was therefore more vulnerable. On the 28th Bourlon Wood was flooded with gas which merely served to heighten fears of a German attack in the area.

It was therefore a complete surprise when a bombardment commenced at 6AM 30th November at the base of the salient in the south. At 7AM infiltration troops began overrunning the front line of the 55th Division and by 8AM the attack had been extended north along the front for about a mile. By mid-morning the attack had reached to the outskirts of Gouzeaucourt.

At 8.50AM the northern attack struck. Given that the bulk of the British heavy artillery had been deployed against just such an attack the Germans made little progress and casualties were high on both sides.

Byng reacted rapidly to the German advances in the south. He threw the Guards Division and the 2nd and 5th Cavalry Divisions into the gaps and ordered an immediate counterattack with the 4th Cavalry Division and two brigades of tanks still in the area. GHQ arranged for rapid reinforcement by British and French divisions.

At dawn on the 1st of December the cavalry and tanks attacked along with

The Only Arm of Exploitation
B Squadron of the Fort Garry Horse which penetrated into the German rear areas and inflicted considerable casualties

the Guards and blunted the German advance.

No more gains were made by the Germans. With the salient considerably narrowed, however, it was decided by Haig that Third Army should retire to a more defensible line. Byng therefore withdrew his divisions on the north of the salient to a line corresponding with the Hindenburg Support system. The withdrawal was carried out from the 4th to the 7th of December and was completely successful. The Battle of Cambrai was over.

The most common perception of Cambrai has been as a fleeting success with no clear understanding of why it failed. The cavalry are popular whipping boys, due to their failure to exploit the breakthrough.

Certainly the cavalry were tardy in moving up to the front and the success of the few troops that got into the German rear shows what could have been. The failure of the cavalry, however, was at least in part, due to the fleeting nature of the gaps produced. The British plan had not taken into account the presence of the German 107th Division.

The successes of the German counter-attack resulted in a complete sweeping out of Third Army. Both III and IV Corps commanders were sacked. The most obvious deficiency though, was in infantry minor training of junior officers and NCOs. The commanders of the two divisions responsible for blunting the northern attack had both placed great emphasis on rifle and machine gun drills and on personal initiative. The basic training given to new units prior to being thrown into the trenches was simply not up to the requirements of mobile warfare.

The battle was certainly a missed opportunity, it had been designed as a diversion to Third Ypres, it had been designed with fresh divisions spearheading it and adequate reserves. Both Hindenburg and Ludendorff spoke highly of the operation and Ludendorff's head of operations admitted the dire situation the German's would have been in had Third Ypres still been in progress.

Stuck in the Mud
"Hyacinth", a MKIV male tank of H Battalion stuck in a trench near Flesquires, 20th November 1917

Lloyd George stripped Cambrai of reserves to send divisions to Italy, but the requirements of Cambrai stopped the Germans flow of fresh troops to Italy for two weeks after 20th November. This enabled the Italians to stabilise their front before any of the British divisions actually arrived in Italy.

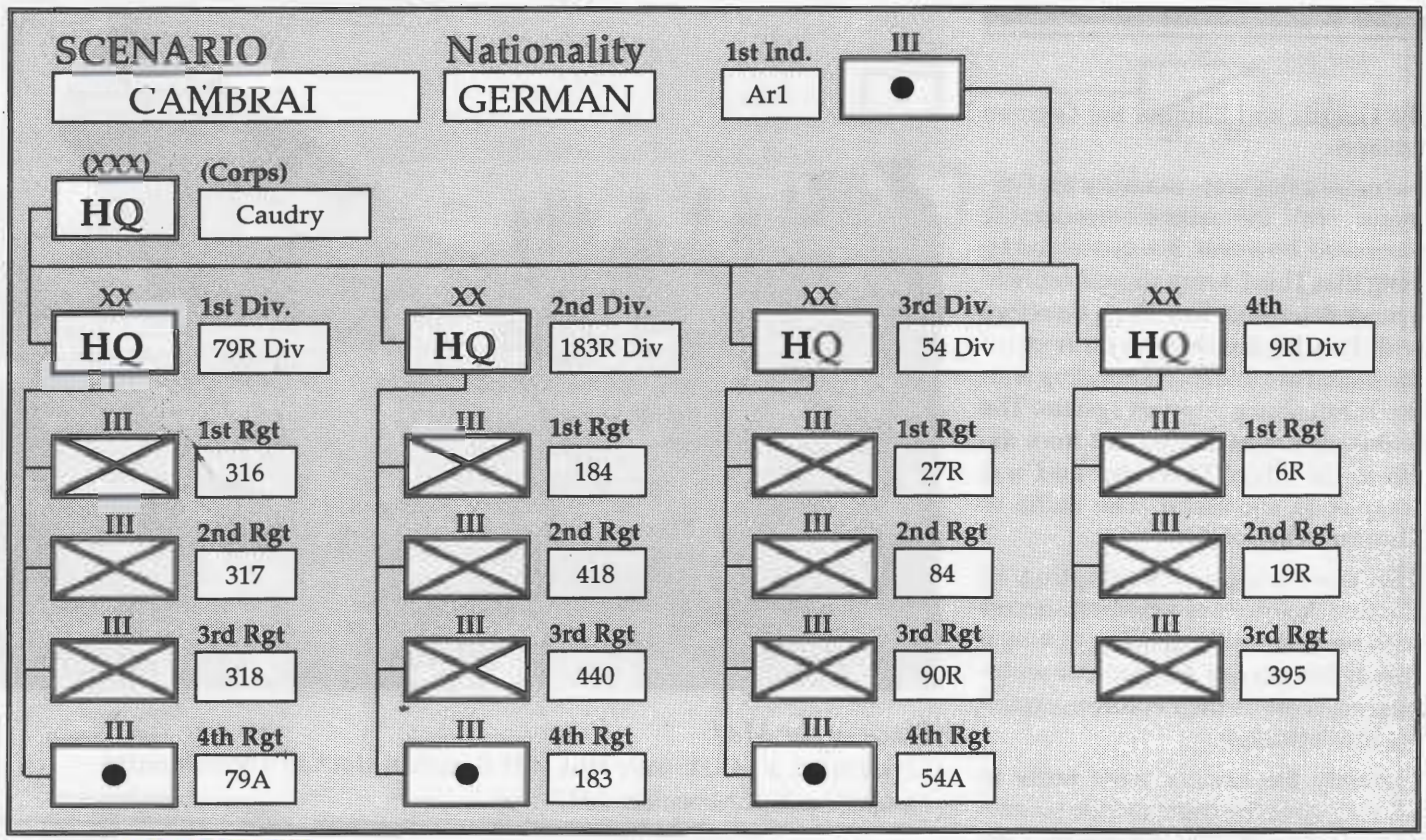
Cambrai showed the shape of the subsequent 1918 offensives, gone were the massive preparatory bombardments and human wave tactics of the Somme and Third Ypres. Massed tanks, massed ground attack aircraft, silent registration of artillery, and hence surprise bombardments, and storm-troops using infiltration tactics. All were used for the first time on the western front at Cambrai and all figured heavily in the final year of the war and indeed in the second world war. Cambrai can therefore hold its place in history as the first truly modern battle.

Tanks: The Myth of "The War Winning Weapon"

In 1918 Churchill called the tank "invincible". He and other proponents of the invincible tank myth claim that the allied commanders threw away the advantage bestowed by this wonderful weapon by constantly misusing it. They conveniently ignore the limitations of what was, after all, a weapon barely two years old by the end of the war.

The Mk IV tanks used at Cambrai had a top speed of 3.7 mph, a range of 35 miles and broke down on average every 20 miles. The 0.5" armour was barely bullet proof and under fire, crews were sprayed with lead slivers, the so called "bullet splash" which necessitated the wearing of helmets with mail aventails. The 8-9 crew members were grouped around the engine with the conveniently placed internal radiator which raised the temperature to intolerable levels.

The reality of the tank is that it was an extremely limited weapon, still in its infancy. Therefore it shows remarkable flexibility of mind that the French

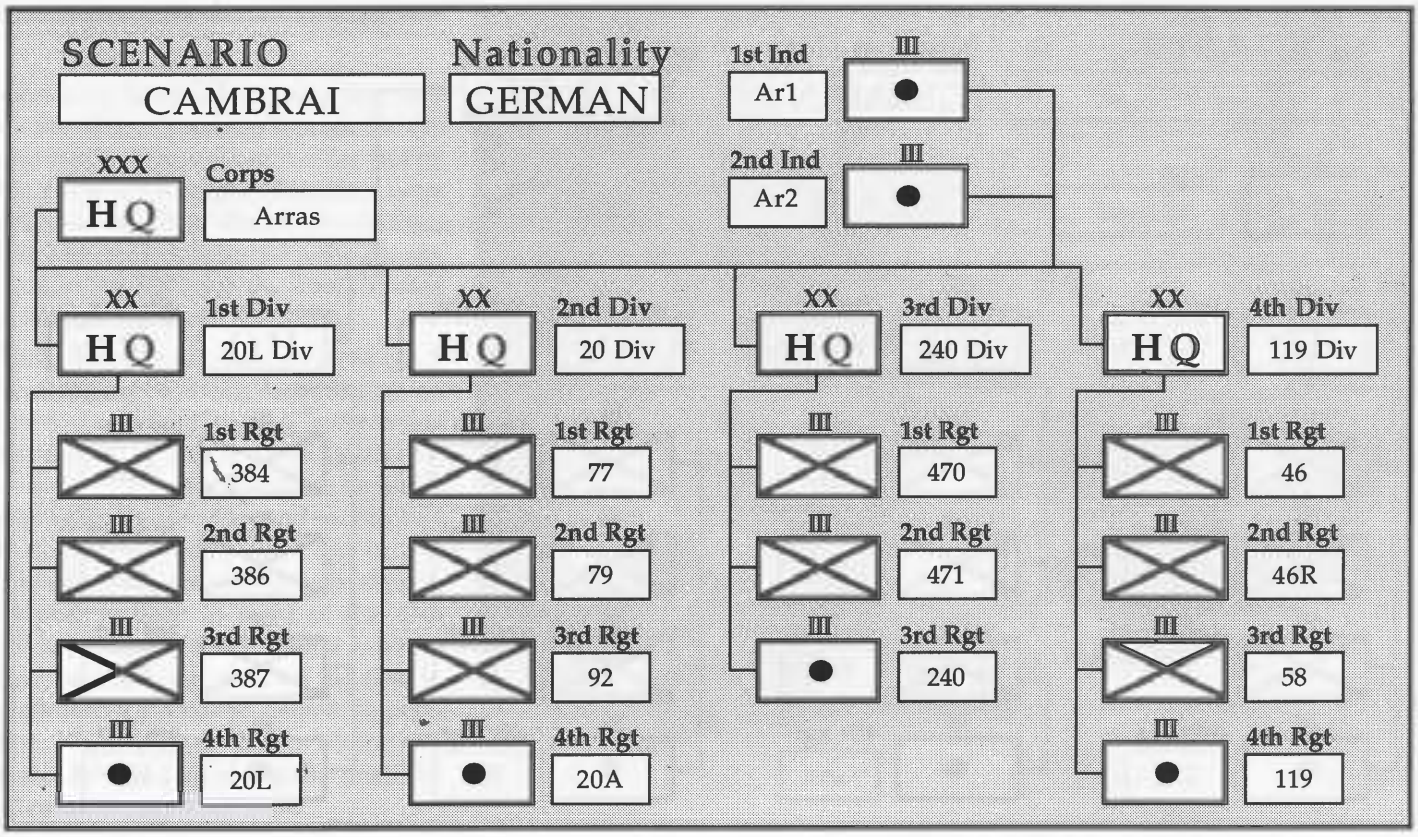


HEADQUARTERS DATA

FORMATION	HQ	(XXX) HQ	1st Div.	2nd Div.	3rd Div.	4th Div.
HQ I.D.	[8]	Caudry	79R Div	183R Div	54 Div	9R Div
UNIT TYPE	[8]	Infantry	Infantry	Infantry	Infantry	Infantry
HQ ADMIN	0-7	4	3	3	3	3
LEADERSHIP	0-7	4	4	4	4	6
HQ SUPPLY	0-7	4	4	4	4	4
BRITTLE	0-1	1	0	1	1	1
MOVEMENT	0-31	20	N/A	N/A	N/A	N/A
ARRIVAL	0-99	0	N/A	N/A	N/A	N/A
LOCATION	(x,y)	18,14	N/A	N/A	N/A	N/A

BATTALION DATA

FORMATION	II/X	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	316	317	318	79A	184	418	440	183	27R	84	90R	54A	6R	19R	395		Ar1			
LOCATION	(x,y)	13,24	16,25	13,26	18,24	14,22	14,20	16,19	19,21	11,14	12,13	16,14	13,13	12,16	12,18	17,15		20,12			
CLASS	0-13	0	0	0	13	0	0	0	13	0	0	0	13	0	0	0		13			
MODE	0-3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		0			
EQUIPM'T	0-31	1	1	1	4	1	1	1	4	1	1	1	4	1	1	1		5			
MOVEMENT	0-31	8	8	8	20	8	8	8	20	8	8	8	20	8	8	8		16			
ARRIVAL	0-99	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		0			
MAX STREN.	0-15	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4		4			
INIT. STREN.	0-15	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4		4			
RATING	0-15	0	0	0	3	0	0	0	3	0	0	0	4	1	1	1		5			
RANGE	0-15	0	0	0	6	0	0	0	6	0	0	0	6	0	0	0		11			
FATIGUE	0-7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7		7			
EXPERIENCE	0-7	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3		4			
ATTACHM'T	0-4	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A		3			

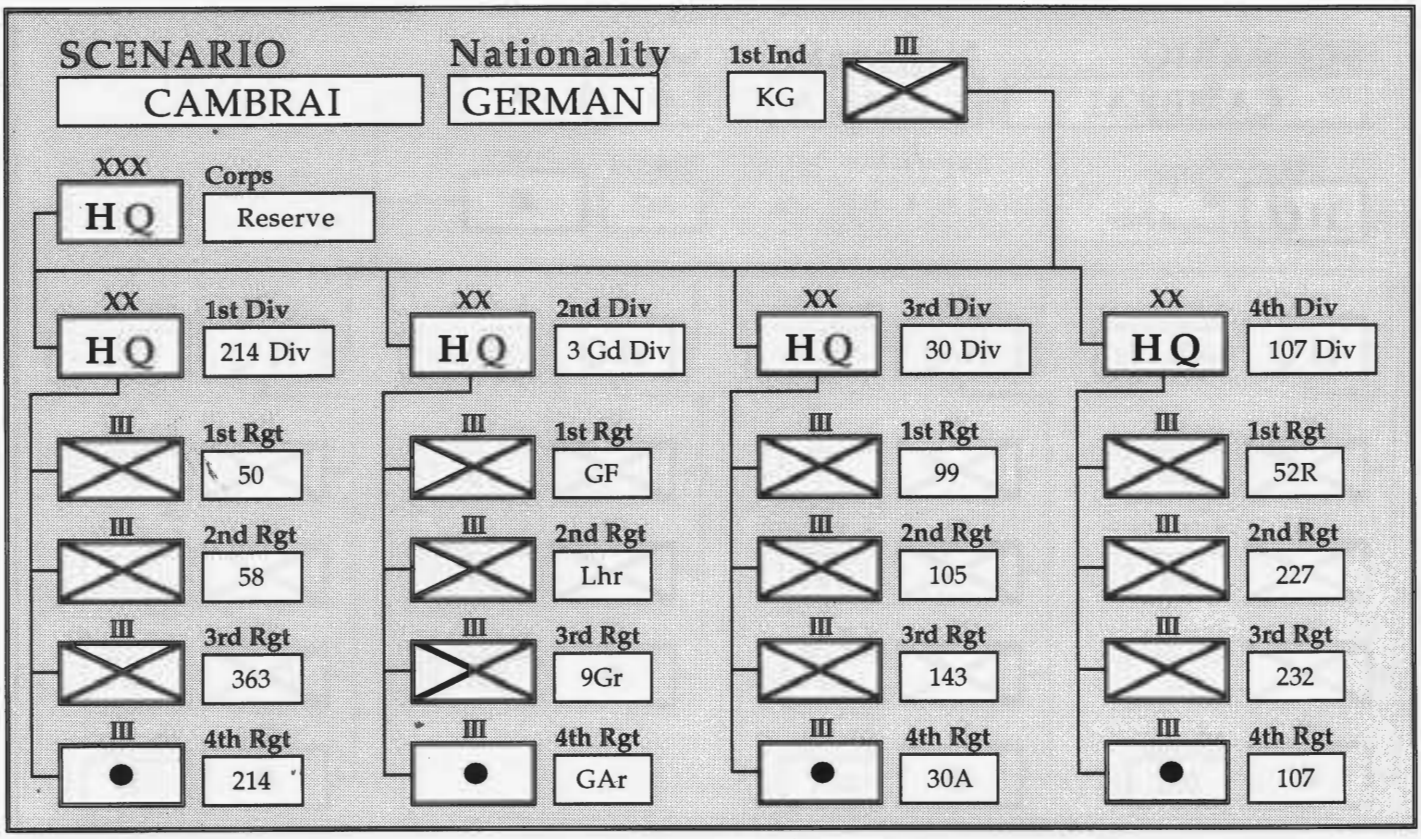


HEADQUARTERS DATA

FORMATION	HQ	XXX HQ	1/Div	2/Div	3/Div	4/Div
HQ I.D.	[8]	Arras	20L Div	20 Div	240 Div	119 Div
UNIT TYPE	[8]	Infantry	Infantry	Infantry	Infantry	Infantry
HQ ADMIN	0-7	4	2	3	4	6
LEADERSHIP	0-7	4	3	4	4	6
HQ SUPPLY	0-7	4	3	4	7	7
BRITTLE	0-1	0	0	0	0	0
MOVEMENT	0-31	20	N/A	N/A	N/A	N/A
ARRIVAL	0-99	0	N/A	N/A	N/A	N/A
LOCATION	(x,y)	14,7	N/A	N/A	N/A	N/A

BATTALION DATA

FORMATION	III/XX	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	384	386	387	20L	77	79	92	20A	470	471	240		46	46R	58	119	Ar1	Ar2		
LOCATION	(x,y)	9,10	9,12	10,9	12,10	9,7	5,4	8,6	11,4	5,1	5,2	8,1		21,0	21,0	21,0	21,0	13,3	21,0		
CLASS	0-13	0	0	0	13	0	0	0	13	0	0	13		0	0	0	13	13	13		
MODE	0-3	0	0	0	0	0	0	0	0	0	0	0		0	0	0	0	0	0		
EQUIPM'T	0-31	1	1	1	4	1	1	1	4	1	1	4		1	1	1	4	5	5		
MOVEMENT	0-31	8	8	8	20	8	8	8	20	8	8	20		8	8	8	20	16	16		
ARRIVAL	0-99	0	0	0	0	0	0	0	0	0	0	0		5	5	5	5	0	9		
MAX STREN.	0-15	4	4	4	4	4	4	4	4	4	4	4		5	5	5	5	4	8		
INIT. STREN.	0-15	4	4	4	4	4	4	4	4	4	4	4		5	5	5	5	4	8		
RATING	0-15	0	0	0	2	0	0	0	2	2	2	3		4	4	4	3	5	4		
RANGE	0-15	0	0	0	6	0	0	0	6	0	0	6		0	0	0	6	11	8		
FATIGUE	0-7	7	7	7	7	7	7	7	7	7	7	7		7	7	7	7	7	7		
EXPERIENCE	0-7	3	3	3	3	3	3	3	3	4	4	4		7	7	7	7	4	4		
ATTACHM'T	0-4	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A		N/A	N/A	N/A	N/A	1	2		

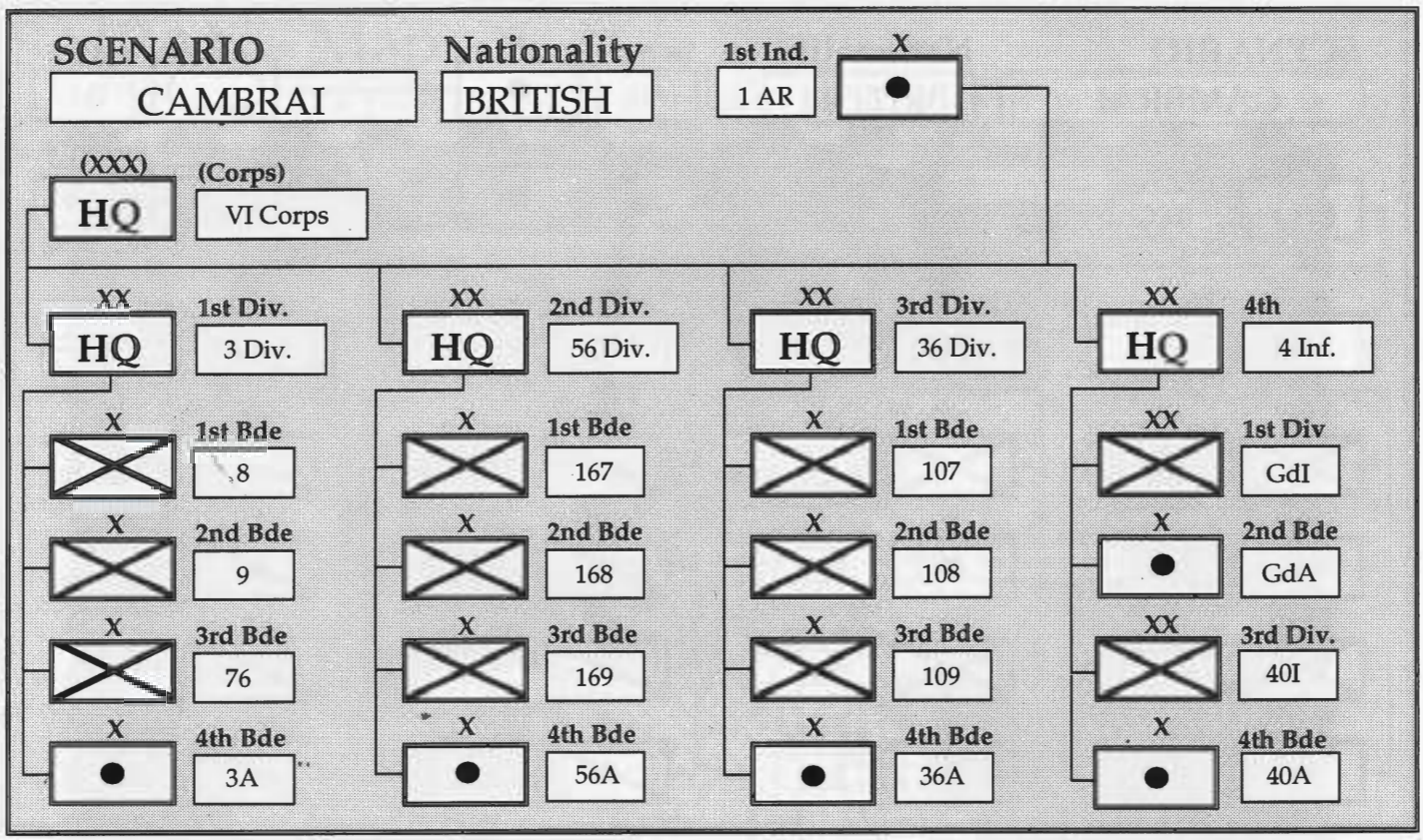


HEADQUARTERS DATA

FORMATION	HQ	XXX HQ	1/Div	2/Div	3/Div	4/Div
HQ I.D.	[8]	Reserve	214 Div	3Gd Div	30 Div	107 Div
UNIT TYPE	[8]	Infantry	Infantry	Infantry	Infantry	Infantry
HQ ADMIN	0-7	5	4	7	4	4
LEADERSHIP	0-7	5	4	7	4	4
HQ SUPPLY	0-7	7	7	7	7	5
BRITTLE	0-1	0	0	0	0	0
MOVEMENT	0-31	20	N/A	N/A	N/A	N/A
ARRIVAL	0-99	0	N/A	N/A	N/A	N/A
LOCATION	(x,y)	21,10	N/A	N/A	N/A	N/A

BATTALION DATA

FORMATION	III/XX	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	50	58	363	214	GF	Lhr	9Gr	GAr	99	105	143	30A	52R	227	232	107	KG			
LOCATION	(x,y)	25,9	25,9	25,9	25,9	25,13	25,13	25,13	25,13	25,13	25,13	25,13	25,13	21,11	23,11	22,12	22,11	25,13			
CLASS	0-13	0	0	0	13	0	0	0	13	0	0	0	13	0	0	0	13	0			
MODE	0-3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
EQUIPM'T	0-31	1	1	1	4	1	1	1	4	1	1	4	4	1	1	1	4	1			
MOVEMENT	0-31	8	8	8	20	8	8	8	20	8	8	8	20	8	8	8	20	8			
ARRIVAL	0-99	9	9	9	9	9	9	9	9	9	9	9	9	0	0	0	0	5			
MAX STREN.	0-15	4	4	4	4	5	5	5	5	4	4	4	4	4	4	4	4	6			
INIT. STREN.	0-15	4	4	4	4	5	5	5	5	4	4	4	4	4	4	4	4	6			
RATING	0-15	1	1	1	3	5	5	5	5	2	2	2	3	0	0	0	3	5			
RANGE	0-15	0	0	0	6	0	0	0	7	0	0	0	6	0	0	0	6	0			
FATIGUE	0-7	7	7	7	7	7	7	7	7	7	7	7	7	5	5	5	5	7			
EXPERIENCE	0-7	4	4	4	4	7	7	7	7	4	4	4	4	4	4	4	4	6			
ATTACHM'T	0-4	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	4			

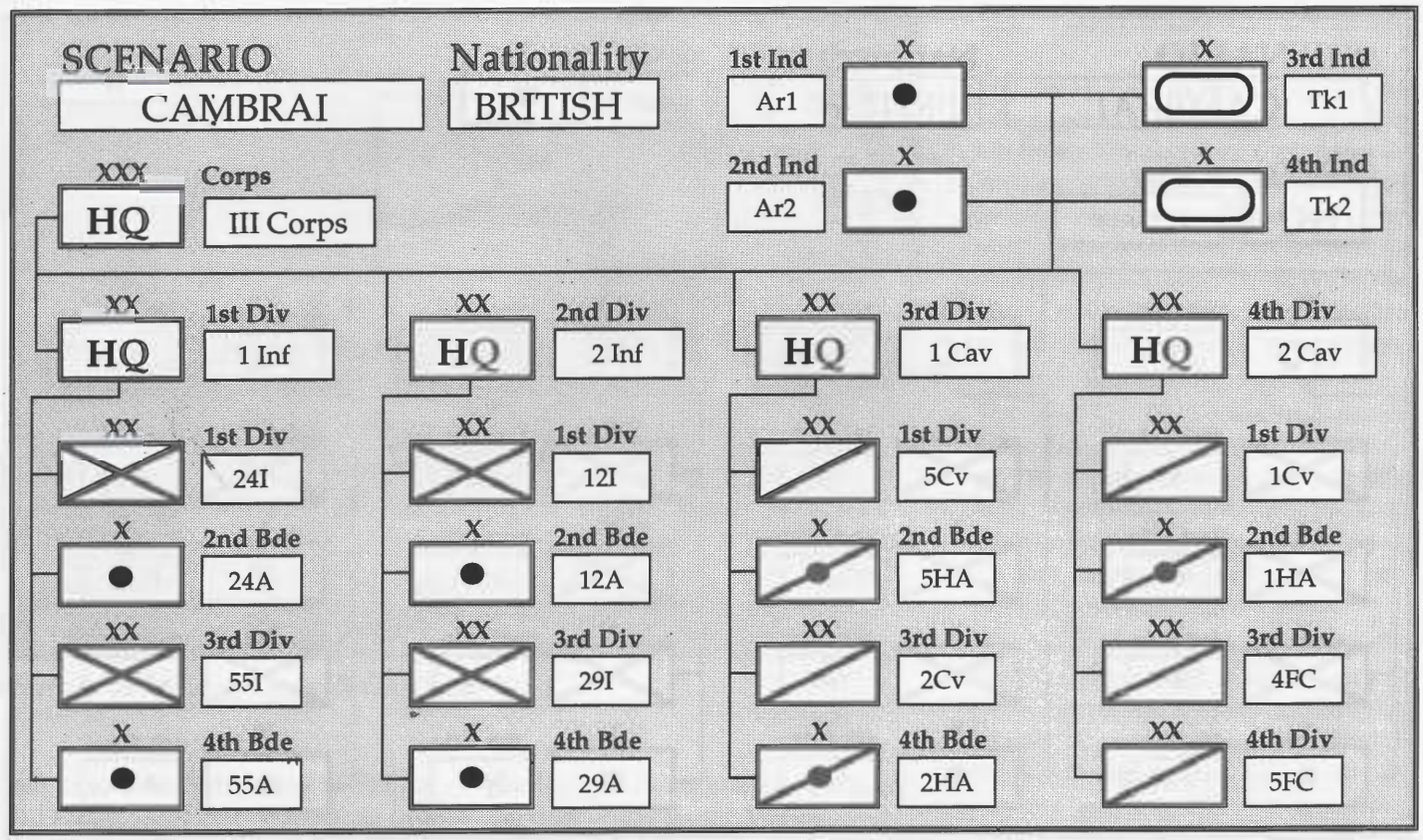


HEADQUARTERS DATA

FORMATION	HQ	(XXX) HQ	1st Div.	2nd Div.	3rd Div.	4th Div.
HQ I.D.	[8]	VI Corps	3 Div.	56 Div.	36 Div.	4 Inf.
UNIT TYPE	[8]	Infantry	Infantry	Infantry	Infantry	Infantry
HQ ADMIN	0-7	4	4	4	4	4
LEADERSHIP	0-7	4	4	4	4	6
HQ SUPPLY	0-7	7	7	7	7	7
BRITTLE	0-1	0	0	0	0	0
MOVEMENT	0-31	20	N/A	N/A	N/A	N/A
ARRIVAL	0-99	0	N/A	N/A	N/A	N/A
LOCATION	(x,y)	0,3	N/A	N/A	N/A	N/A

BATTALION DATA

FORMATION	11/X	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	8	9	76	3A	167	168	169	56A	107	108	109	36A	GdI	GdA	40I	40A	Ar1			
LOCATION	(x,y)	4,4	4,2	3,1	3,2	5,5	7,6	7,8	5,6	7,10	7,11	8,10	6,9	0,7	0,7	0,7	6,16	5,11			
CLASS	0-13	0	0	0	13	0	0	0	13	0	0	0	13	0	13	0	13	13			
MODE	0-3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
EQUIPM'T	0-31	1	1	1	4	1	1	1	4	1	1	1	4	1	4	1	4	5			
MOVEMENT	0-31	8	8	8	20	8	8	8	20	8	8	8	20	8	20	8	20	16			
ARRIVAL	0-99	0	0	0	0	0	0	0	0	0	0	0	0	9	9	5	0	0			
MAX STREN.	0-15	5	5	5	5	5	5	5	5	5	5	5	5	15	5	15	5	15			
INIT. STREN.	0-15	5	5	5	5	5	5	5	5	5	5	5	5	15	5	15	5	15			
RATING	0-15	2	2	2	4	2	2	2	4	2	2	2	4	6	4	4	4	6			
RANGE	0-15	0	0	0	7	0	0	0	7	0	0	0	7	0	7	0	7	11			
FATIGUE	0-7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7			
EXPERIENCE	0-7	4	4	4	4	4	4	4	4	4	4	4	4	7	7	4	4	5			
ATTACHM'T	0-4	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	3			

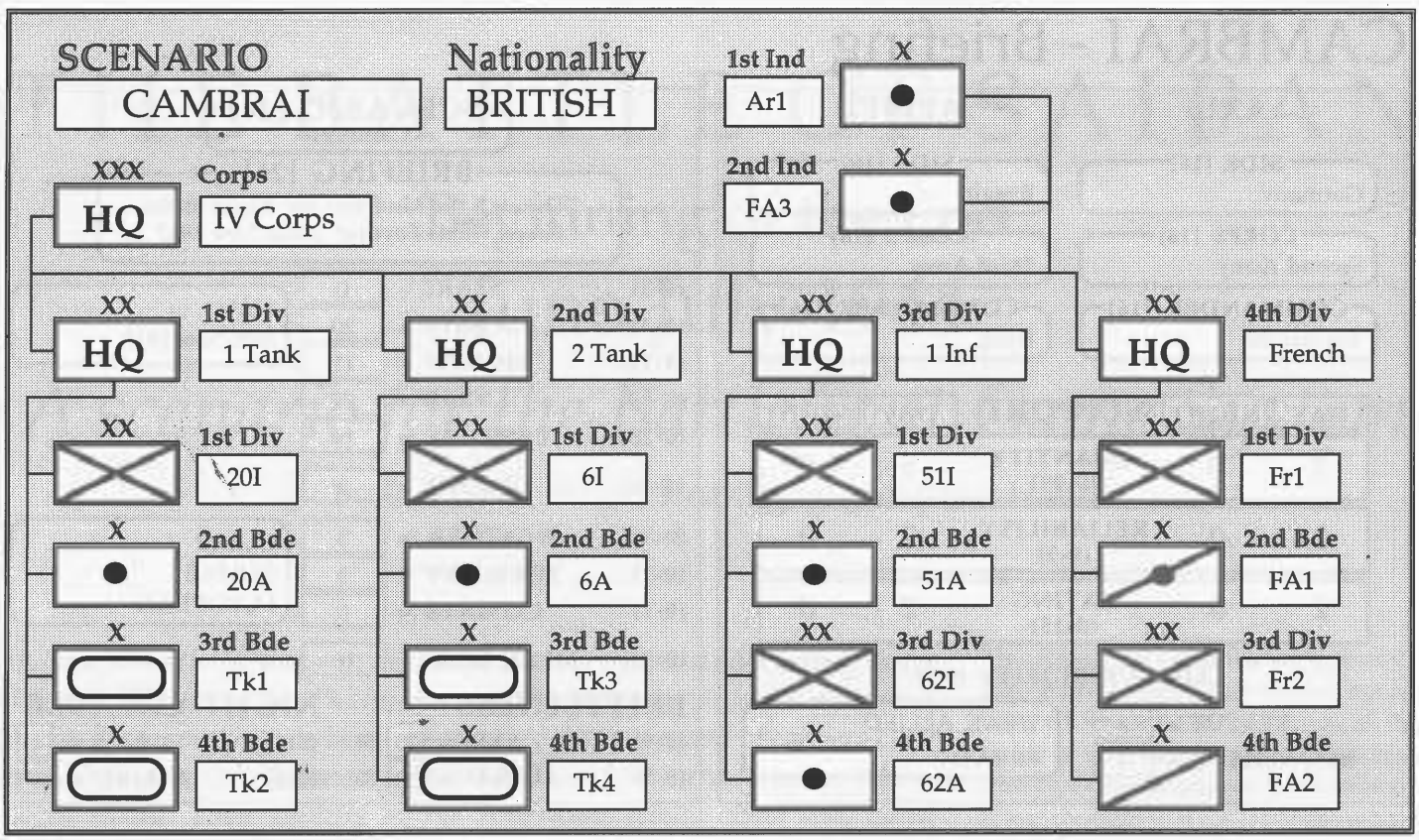


HEADQUARTERS DATA

FORMATION	HQ	XXX HQ	1/Div	2/Div	3/Div	4/Div
HQ I.D.	[8]	III Corps	1 Inf	2 Inf	1 Cav	2 Cav
UNIT TYPE	[8]	Infantry	Infantry	Infantry	Cavalry	Cavalry
HQ ADMIN	0-7	5	4	4	3	2
LEADERSHIP	0-7	4	4	4	2	3
HQ SUPPLY	0-7	7	7	7	7	7
BRITTLE	0-1	0	0	0	0	0
MOVEMENT	0-31	20	N/A	N/A	N/A	N/A
ARRIVAL	0-99	0	N/A	N/A	N/A	N/A
LOCATION	(x,y)	7,19	N/A	N/A	N/A	N/A

BATTALION DATA

FORMATION	III	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	24I	24A	55I	55A	12I	12A	29I	29A	5Cv	5HA	2Cv	2HA	1Cv	1HA	4FC	5FC	Ar1	Ar2	Tk1	Tk2
LOCATION	(x,y)	10,25	5,25	11,21	10,20	10,18	10,21	8,18	7,16	6,19	8,19	3,17	8,16	0,17	9,18	9,26	9,24	8,20	9,19	11,18	11,16
CLASS	0-13	0	13	0	13	0	13	0	13	5	13	5	13	5	13	5	5	13	13	11	11
MODE	0-3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
EQUIPM'T	0-31	1	4	1	4	1	4	1	4	2	4	2	4	2	4	2	2	5	5	3	3
MOVEMENT	0-31	8	20	8	20	8	20	8	20	12	12	12	12	12	12	12	12	16	16	16	16
ARRIVAL	0-99	0	0	0	0	0	0	0	0	0	0	0	0	0	0	95(0)	95(0)	0	0	0	0
MAX STREN.	0-15	15	5	15	5	15	5	15	5	12	4	12	4	12	4	12	12	15	10	8	8
INIT. STREN.	0-15	15	5	15	5	15	5	15	5	12	4	12	4	12	4	12	12	15	10	8	8
RATING	0-15	3	4	4	4	4	4	4	4	2	2	2	2	2	2	2	2	5	5	15	15
RANGE	0-15	0	7	0	7	0	7	0	7	0	5	0	5	0	5	0	0	11	13	1	1
FATIGUE	0-7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7
EXPERIENCE	0-7	3	4	4	4	4	4	4	4	5	5	5	5	5	5	5	5	5	5	7	7
ATTACHM'T	0-4	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	2	2	2	2



HEADQUARTERS DATA

FORMATION	HQ	XXX HQ	1/Div	2/Div	3/Div	4/Div
HQ I.D.	[8]	IV Corps	1 Tank	2 Tank	1 Inf	French
UNIT TYPE	[8]	Infantry	Armoured	Armoured	Infantry	Infantry
HQ ADMIN	0-7	5	4	5	4	5
LEADERSHIP	0-7	4	5	7	2	4
HQ SUPPLY	0-7	7	7	7	7	7
BRITTLE	0-1	0	1	1	0	0
MOVEMENT	0-31	20	N/A	N/A	N/A	N/A
ARRIVAL	0-99	0	N/A	N/A	N/A	N/A
LOCATION	(x,y)	6,16	N/A	N/A	N/A	N/A

BATTALION DATA

FORMATION	III	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	20I	20A	Tk1	Tk2	6I	6A	Tk3	Tk4	51I	51A	62I	62A	Fr1	FA1	Fr2	FA2	Ar1	FA3		
LOCATION	(x,y)	10,16	9,16	9,14	10,15	9,15	10,17	7,12	7,13	7,14	6,15	6,12	6,11	6,20	5,20	4,19	3,18	7,15	2,18		
CLASS	0-13	0	13	11	11	0	13	11	11	0	13	0	13	0	13	0	13	13	13		
MODE	0-3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
EQUIPM'T	0-31	1	4	3	3	1	4	3	3	1	4	1	4	1	4	1	2	5	5		
MOVEMENT	0-31	8	20	16	16	8	20	16	16	8	20	8	20	8	20	8	20	16	16		
ARRIVAL	0-99	0	0	0	0	0	0	0	0	0	0	0	0	95(0)	95(0)	95(0)	95(0)	0	95(0)		
MAX STREN.	0-15	15	5	8	8	15	5	8	8	15	5	15	5	15	5	15	5	15	15		
INIT. STREN.	0-15	15	5	8	8	15	5	8	8	15	5	15	5	15	5	15	5	15	15		
RATING	0-15	4	4	15	15	5	4	15	15	3	3	4	4	3	2	3	2	7	5		
RANGE	0-15	0	7	1	1	0	7	1	1	0	7	0	7	0	5	0	5	11	7		
FATIGUE	0-7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7		
EXPERIENCE	0-7	4	4	7	7	5	4	7	7	4	4	4	4	4	4	4	4	5	4		
ATTACHM'T	0-4	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	2	4		

CAMBRAI - Briefing

AXIS	ALLIED
SIDE [16]: Germany	SIDE [16]: Britain
CORPS [16]: Second Army	CORPS [16]: Third Army
COMMANDER [16]: Rupprecht	COMMANDER [16]: Byng

DAY	NIGHT	SUPPORT	DAY	NIGHT
3	0	QUANTITY (0-99)	5	0
2	0	RELIABILITY (0-3)	2	0
2	0	RATING (0-15)	2	0

AIR SUPERIORITY (0-7)

STATUS = 4
RELIABILITY = 1

WEAK ALLIED
ERRATIC

SCENARIO [16]: Cambrai

BRIEFING [26]: "Through the Mud and the Blood to the Green Fields Beyond" 20-22 Nov 1917

(0-3)	START =	0	am
(1-31)	DATE =	20	20th Nov 1917
(1-12)	MONTH =	11	
(0-99)	YEAR =	17	
(0-20)	CENTURY =	19	
(1-16)	LENGTH =	3	
(0-3)	WEATHER =	3	CLEAR
(0-7)	FORECAST =	5	STABLE
(0-7)	CLIMATE =	0	EUROPEAN
(0-31)	MECH MIN =	16	

BRITTLENESS		NIGHT CAPABLE	
(0-9)	AXIS = 20 %	(0-1)	AXIS = 0
(0-9)	ALLIED = 30 %	(0-1)	ALLIED = 0

CAMBRAI - Terrain Effects Chart

TERRAIN CODE (T0-T15)	TERRAIN NAME [10]	TERRAIN COSTS PER HEX		ATTACK EFFECTS		
		MECH (0-31)	NON-MECH (0-31)	ARM (0-7)	ART (0-7)	INF (0-7)
T0		-	-	-	-	-
T1	Open	2	1	7	7	7
T2	Village	2	1	7	6	6
T3	Ridge	7	2	5	7	7
T4	Woods	8	2	4	5	5
T5	Trench	4	2	7	2	2
T6	Swamp	0	3	2	7	7
T7	-	-	-	-	-	-
T8	-	-	-	-	-	-
T9	-	-	-	-	-	-
T10	-	-	-	-	-	-
T11	-	-	-	-	-	-
T12	-	-	-	-	-	-
T13	-	-	-	-	-	-
T14	-	-	-	-	-	-
T15	-	-	-	-	-	-
-	ROAD	1	1	N.A.	N.A.	N.A.
-	FORT	N.A.	N.A.	6	4	5
-	CITY	N.A.	N.A.	6	4	5
-	BRIDGE	2	1	5	7	4
-	RIVER	N.A.	3	3	7	5

CAMBRAI - Objectives & Miscellaneous Factors

I.D.	Name [11]	Map Loc [x,y]	Div. (0-3)	Def. (0-1)	Start (1-99)	End (1-99)	Pts/T (0-30)	Pts/E (0-255)
1(AX)	Metz	5,15	0	0	1	11	10	50
2(AX)	Gouzeauc'rt	8,18	0	0	1	11	10	50
3(AX)	Bourlon	14,7	2	1	1	11	2	10
4(AX)	B'lon Wood	15,8	3	1	1	11	1	25
5(AX)	Flesquires	11,12	1	1	1	11	2	10
6(AX)	St.Q'ntn Cl	13,24	1	1	1	11	1	5
7(AX)	Aubigny	21,0	0	0	1	11	0	5
8(AX)	Rumilly	18,14	3	1	1	11	1	10
9(AX)	Masnieres	18,15	1	1	1	11	1	10
10(AX)	Cambrai 1	20,12	3	1	1	11	1	10
11(AX)	Cambrai 2	22,11	0	0	1	11	1	10
12(AX)								
1(AL)	Bourlon	14,7	3	1	1	11	10	25
2(AL)	B'lon Wood	15,8	3	0	1	11	5	15
3(AL)	Flesquires	11,12	3	0	1	11	3	15
4(AL)	St. Q'ntn Cl	13,24	0	0	1	11	5	10
5(AL)	Aubigny	21,0	3	0	1	11	10	50
6(AL)	Rumilly	18,14	2	0	1	11	5	15
7(AL)	Masnieres	18,15	2	0	1	11	3	15
8(AL)	Cambrai 1	20,12	2	1	1	11	10	100
9(AL)	Cambrai 2	22,11	0	0	1	11	10	100
10(AL)	Iwuy Road	25,9	0	0	1	11	10	25
11(AL)	Cambrai Rd	25,13	2	1	1	11	10	25
12(AL)								

ADJACENT ENEMY HEX PENALTY (AXIS/ALLIED) (0-15)

1st Hex =	0 0	4th Hex =	3 3
2nd Hex =	1 1	5th Hex =	4 4
3rd Hex =	2 2	6th Hex =	6 6

VICTORY POINTS PER STRENGTH POINT ELIM. (0-15)

	NON MECH	MECH
AXIS	2	2
ALLIED	5	3

MAP SIZE

ACROSS (0-2)	1
DOWN (0-3)	3

Spoils of War

A tank brings in a captured German 5.9" gun near Flesquires, 20th November 1917. Note the relaxed manner of the British soldiers within a mile of the fighting

High Command ordered 400 Schneider tanks in February 1916 and a further 400 St. Chamond tanks soon after. Remember that this was seven months before the first MkIs saw action on the Somme on September 15.

Immediately following that action Douglas Haig asked for 1000 more tanks. Obviously the tank, as limited as it was, was perceived by the generals as a possible means of breaking the trench deadlock, and hence worth using.

Why then did Haig deploy his tanks before Cambrai in "penny packets". Quite simply he did so because that was all he had. 49 tanks took part in the first attack on the Somme. By 31 July 1917, at the start of Third Ypres, there were still only 136 tanks available to fight, a figure that had risen to 378 by the start of the battle of Cambrai on 20 November 1917. Cambrai was the first time massed tanks were used because it was the first time they were available.

The key to understanding the limitations of the First World War tank lies not in the number of tanks available on the 20th of November but the number available on the 21st of November.

Of the 378 fighting tanks in action on the first day of the battle, 199 were still available on the morning of the second day (although only 65 had been knocked out by the Germans, the others had broken down). Obviously with rates of attrition this high the tank was not a weapon for long, drawn-out battles. Either a breakthrough had to be made in the first few days or not at all. Cambrai showed that tanks were very good at breaking into a system of defences but breaking through the defences was another matter entirely.

What was lacking was an efficient arm of exploitation. It is ridiculous to regard the Mk IV and its equally snail-paced predecessors as weapons of exploitation. The only arm of exploitation possessed by any army in WWI was cavalry. The fact that the cavalry was ineffective does not change the fact that it was an arm of exploitation and that it was the only arm of exploitation the generals had.

The medium series tanks were obviously designed to overcome this deficiency but the first tank which can be regarded as a real weapon of exploitation was the Medium D. The Medium D had a top speed of 18 mph and a range of 200 miles. By First World War standards it was a wonderful weapon. The problem was that only one Medium D tank was actually completed by the end of the war.

The best tank actually on the battlefield was the Medium A ("Whippet") tank. This had a pedestrian top speed of 8.3 mph and a range of only 80 miles. In the absence of an efficient arm of exploitation, advances necessarily occurred slowly and stepwise through the intelligent application of combined arms. The tank became an integral part of combined arms operations but was no more the weapon that won the war than any other.

CREATING THE SCENARIOS

If this is the first time you have tried to transfer a magazine scenario onto a save-game disk, we recommend you follow these directions. The letters in parentheses after each heading refer to the corresponding section in any of the *Battlefront Game System* manuals.

Note that if you are building up the scenario on an IBM/Tandy version of the game, there are a couple of additional data entries to be made. These are noted where applicable. Furthermore, there is some additional information for IBM users at the end of this section. Be sure to read it, especially if you have an EGA/VGA card and want to take advantage of our "full map" graphics. Issue 14 of *Run 5* contains a detailed guide on the use of "full map" graphics on the IBM.

Macintosh users should follow the instructions in their game manual. In Issue 15 of *Run 5*, there is a detailed guide on WarPaint™ for Macintosh users.

IIGS and Amiga users should follow the instructions in their game manual. Most of the hints for Macintosh users are applicable to IIGS and Amiga users.

Equipment

0	
1	Small Arms
2	Mxd Arms
3	Mk IV Tanks
4	Field Guns
5	Heavy Guns

Preparing the Disk [3]. Boot up the Master Disk and select <CREATE> from Menu H. Select <SCENARIO> from Menu B. <LOAD> any historical scenario. You have been processed through to Menu J. Select the <DISK> line from that menu.

If you have one disk drive, remove the Master Disk and replace it with a blank disk. If you have two disk drives, remove the Scenario Disk from the second drive and replace it with a blank disk.

Select <FORMAT> from the on-screen menu. Once this is done, select <SAVE> from the menu and store the scenario in any unused save-game location. Select <CLEAR> from Menu J and erase both map and data. Save again in the same location. This procedure prepares the template on which we will build the Cambrai scenario.

The WarPlan™ menus are displayed on the back of the game menus card. Refer to this when necessary.

If possible, we recommend you prepare this scenario with any of the *Halls of Montezuma*, *Panzer Battles*, *Rommel* or *MacArthur's War* master disks. If you are using the earlier *Battlefront* or *Battles in Normandy* master disks then a few variables will have to be omitted. These are noted in the text. Note that these restrictions apply only to Apple II and C-64 users.

Corps Details [5.31]. Enter the data from the Briefing table.

Scenario Details [5.32]. Enter the data from the Briefing table. Ignore the Century, Climate, Brittleness and Night Capable variables when using the BF/BIN master disks.

Map Size [5.11]. Enter the data from the Map Size table.

Define Terrain [5.12]. Enter the data from the Terrain Effects Chart. If you are using a HOM/ROM/MW/PZ master disk on the AII or C64 or any IBM, Mac or IIGS master disk, you can use WarPaint™ to create the customised terrain icons of your choice.

Define Miscellaneous Factors [5.13]. Enter the relevant factors from the Miscellaneous Factors table and the appropriate part of the Terrain Effects Chart.

Create Map [5.14]. Use the accompanying map to build up the screen map. Do not forget to assign control to each hex as advised above.

Save the game again. How often you save really depends on how lucky you feel. After several major disasters, I choose to save after each section is completed.

Equipment Roster [5.22]. Enter the data from the Equipment table.

Troop Creation [5.21]. Enter the data from the OB charts into the appropriate locations.

Objectives [5.23]. Enter the data from the Objectives table. Note there has been an additional variable introduced into the Objective data base in *Rommel* (IBM), *Halls of Montezuma* (Mac, IIGS, Amiga) and *Panzer Battles* (all versions). Objectives which have a senior HQ assigned to them may be designated as defensive objectives. Only the specified senior HQ will be affected by this condition and it operates only while the objective is under friendly control. A junior HQ from the specified senior HQ will be despatched to the objective and will defend it as long as the time reference applies.

Note that the movement mechanics in the IBM/Macintosh/IIGS/Amiga versions are more efficient than those in the AII/C64 versions and this may slightly alter play balance.

Minor Combat Effects (IBM, Mac, IIGS, Amiga and *Panzer Battles* AII/C64) [5.33]. For the Cambrai scenario, the Fort Enhancement values are 5 (Axis) and 2 (Allied). The City Enhancement values are 5 (Axis) and 0 (Allied). The General Enhancement values are 7 (Axis) and 5 (Allied). AII/C64 and Mac users may wish to experiment with play balance by altering the general enhancement values. Note that C64 users will need the *Panzer Battles* master disk or the complimentary *Battlefront System* master disk given out to C64 disk subscribers with Issue 14.

Finally, save again and the scenario is ready to play.

***Lieut. Gen. the Hon. Sir Julian Byng**: Made Third Army Commander after the successful attack on Vimy Ridge, Byng was an aggressive and talented leader*

NOTES FOR IBM USERS

IBM users with CGA, MCGA, Tandy or Hercules graphics, or using the first edition of *Halls of Montezuma*, can create the scenario using the advice given above.

IBM users with EGA or VGA cards and the *Rommel* (or subsequent) master disk have access to our "full-map" graphic routines. When creating the map or the unit icons, you must first disable the "full-map" graphics. To do this, run the program as rom f which will by-pass the "full-map" graphics. Select a scenario as a template as explained above and save it in a save-game location. Build up the map in the usual way and save when finished. The

rest of the data for the scenario may be entered with the "full-map" graphics either disabled or enabled.

Re-boot the program (this time with the "full-map" graphics enabled) and use the "full-map" *WarPaint*™ tool to build up the map. In other words, the "full-map" graphics are only graphic images and do not affect the play of the game.

For a detailed description of the procedure, read the article in Issue 14.

A NOTE ON .LBM FILES

The .lbm files contain the graphic images. DPaint2™ from Electronic Arts can be used to manipulate the file. Up to 250 hexes can be created but DPaint2™ must be used to change the size of the .lbm file. To do this, use the 'Page Size' function to alter the height of the file.

The *Battlefront System* program reads the size of the .lbm file on loading and adjusts the *WarPaint*™ values automatically. If you don't want to worry about manipulating .lbm files, choose a scenario with a 250-hex .lbm file as the template to build the new scenario on.

When saving an .lbm file, a temporary file is created first. When the temporary file is successfully saved the original is deleted and the temporary file renamed. This means there must be enough space on the current disk to hold the temporary file.

A NOTE ON THE GAME SYSTEM

In contrast to most board games, movement allowances are expended after a unit has moved into a hex; i.e. provided at least 1 MP remains, a unit will always move one hex. Only the *Battlefront Game System* handles movement this way. Our other games all require a unit to have the full cost of moving into a hex available before they can move into it.

PLAYER'S NOTES

Germany. The British tanks are going to break through your front line whatever you do. You must try to delay them around Flesquires and prevent them crossing the St. Quentin Canal at Masnieres. On the second day you can use your reinforcements to shore up the line, particularly in the Bourlon sector. The key to winning is to conserve your forces and let the British grind themselves to a halt in front of Cambrai and Bourlon. Anticipate his attacks and allocate your meagre air power accordingly. On the third day some judicious attacks with fresh units can be very effective against the tired British attackers.

Britain. You have a lot of ground to cover and a limited time before the German reserves arrive on the battlefield. You must use your superior troops to push ahead wherever possible. Move uncommitted forces at night to give maximum time to achieve all your objectives. III Corps must avoid becoming pinned down on the west bank of the canal and must try to keep some cavalry free for a right hook around the south of Cambrai. IV Corps must capture Flesquires on the first day and Bourlon on the second or third, If the German player thins the line in front of VI Corps to reinforce Bourlon, you can attack with some chance of success, otherwise don't try it.

VARIANTS

(1). The French offered some units for the Cambrai offensive but were turned down by GHQ. To simulate the use of these troops change the arrival time for all French units in the data base from 95 to 0. All other data has been entered and should remain unchanged.

(2). The German 107th Division from Russia was sent into reserve behind the lines at Cambrai on the (correct) suspicion of an allied build-up. Assume the Germans had not been so cautious.Remove all units of the 107th Division by changing their arrival time to 95.

These two variants can be used in tandem and provide for a real allied turkey shoot. If you don't take all the objectives using these variants, shame!

LETTERS...(from p. 4)

Your Gulf War scenarios are another case in point. You did well to produce them so promptly and major Faux pas like transposing VII and XVIII Corps or forgetting 1ID (Mech) can be excused by the limited information you must have had to work with at the time. I was highly amused, however, to note the quality values you gave the British Division. It is, of course, nice to know that you valued us above the Arabs, but the comparably poor ratings you gave us against the Americans were simply not justified by events. Our leadership and C2 were different but in no way inferior to theirs, our standard of training was comparable and our equipment was easily as good, if not better. Challenger, for example, was probably the best protected tank on the battlefield; the pre-war up-armouring programme, ironically was run by an Australian exchange officer. Alternatively, at the end of the hundred hour war, the British Division was the only formation capable of sustained further operations because BAOR had been able to concentrate a corps worth of logistic assets in support of a division and because we did not have Abrams' prodigious gas consumption to contend with. I do not wish to develop a point-for point slanging match here but I do wish to demon-

Continued on p. 32

The Battle of Balaclava

"Into the Valley of Death"

October 25th 1854

A Scenario for the Decisive Battles Game System

By Stephen Hand

The name Balaclava has become synonomous with the charge of the Light Brigade. It is associated with gallantry and élan of the highest order. Has the undoubted bravery of the men who rode "into the valley of death" obscured the real battle of Balaclava? What military significance, if any, did it really have? Should the charge of the Light Brigade be remembered as a glorious episode in British military history or rather as an example of the gross incompetence of the hidebound British officer class that resulted in the senseless destruction of an entire brigade of cavalry?

For nearly a hundred years, from the question of Greek independence in 1829 to the assassination in Sarajevo of Archduke Franz Ferdinand, precipitating the First World War in 1914, Europe was troubled by a series of Near East crises.

Whatever the permutations of any given crisis, they all had the same root cause. The crises revolved around the collapse of the Ottoman Empire, the "sick man of Europe".

For several hundred years the Ottomans had controlled the entire Balkans, a substantial part of Southern and Central Europe. The slow breakup of the Empire led to a power vacuum in the region, one which Russia was only too happy to try to fill.

The Crimean War was nominally about the rights of Christian nations to have some control over the holy places of Jerusalem and Bethlehem and the rights of Orthodox Christians living within the Ottoman Empire. The reality, however, was that Russia wanted control of the Balkans and Constantinople.

The fact that Britain and France became involved in the eventual war between Russia and the Ottoman Empire had little to do with supporting the Turks against an aggressor. Rather the British and French were not prepared to sit by while Russia became the dominant land power in Europe.

The Turks seemed quite pleased by the prospect of war, it was going to come sooner or later, and it was better to be facing Russia with the support of Europe's two greatest military powers.

When war eventually came, the allies seemed unsure of where to send their forces. Eventually a British force under Raglan and a French force under St. Arnaud landed on the Gallipoli Peninsular. The allies reasoned that the Turks would soon collapse and they would be needed to defend Constantinople.

As it turned out the Turks were doing rather better than expected. The unsuccessful Russian siege of Silistra, on the Danube, lasted from April 14th to June 23rd. On May 29th the first of the allies reached Varna on the Black Sea coast. Instead of attempting to relieve Silistra they remained near the port.

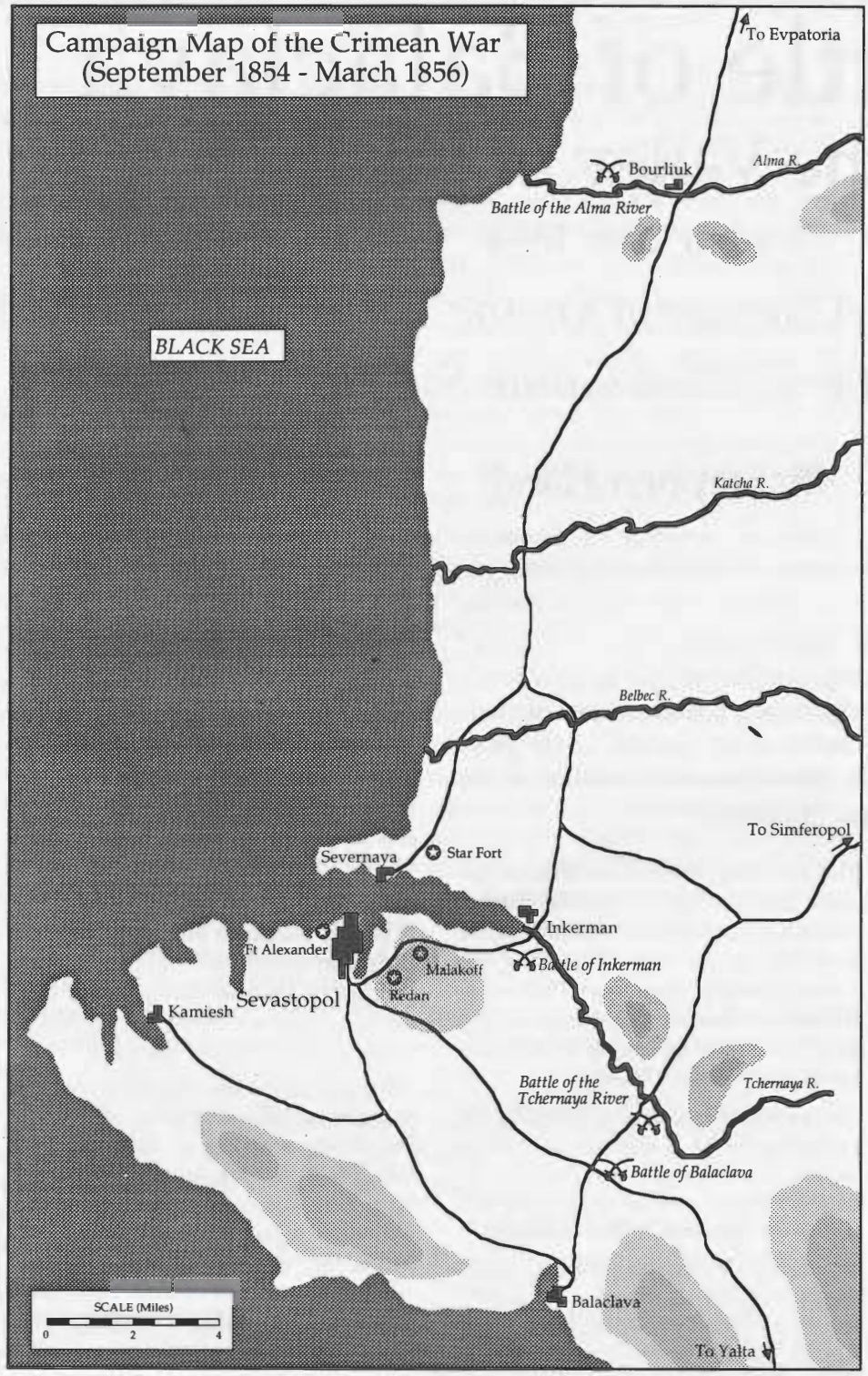
While sickness raged through the camps of the sedentary allies the war was effectively finished by the intervention of the Austrians. Austria was concerned about the Russian presence on the Danube and threatened to join the allies if the Russians did not withdraw. The Russians consequently ended their costly siege and retired from Moldavia and Wallachia.

With the Russians repulsed from the European portion of the Ottoman Empire, surely the allies had achieved their aims. Everyone could pack up and go home with the status quo preserved.

Alas, governments are not known for making sensible decisions which will leave them with egg on their collective face. The bumbling generalship of both Raglan and St. Arnaud had resulted in the allies sitting idle while the Turks did all the fighting. What's more, considerable numbers of men were dead of disease without ever having fired a shot.

To recall the armies from the Black Sea without having engaged the Russians would have been disastrous for the prestige of both British and French governments.

Just as today, governments are quite unwilling to make hard decisions that will cost them votes, however logical those decisions might be. Therefore, the Russians had to be attacked. Where they were attacked did not really mat-



ter, as long as the allied expeditionary force was seen to have achieved something.

It was decided to invade the Crimea with the aim of taking the Black Sea port of Sevastopol. Sevastopol was near Turkey, an attacking army could be landed and supplied by sea and probably just as importantly, it happened to have caught the public imagination. On the 14th of September the allies landed at Calamita Bay north of Sevastopol.

The Russians were unsure of the allied intentions. They still feared an Austrian invasion and hence the only troops available to oppose the 60 000 strong allied army were 30 000 men under Prince Alexander Menshikov and the 30 000 men at Odessa who could not reinforce Sevastopol until the allied intentions were made clear.

Menshikov nevertheless got his army together to block the allied advance at the Alma River. The Battle of the Alma was fought on the 20th of September 1854 (see issue #16) and consisted largely of a frontal assault by the British on prepared Russian positions. The Russians broke but the allies were too exhausted to mount an effective pursuit.

After Alma it was decided that Sevastopol should be approached by way of a flank march. The main city and the dockyards lay on the southern side of a large bay and it was thought necessary to attack them directly rather than from the north.

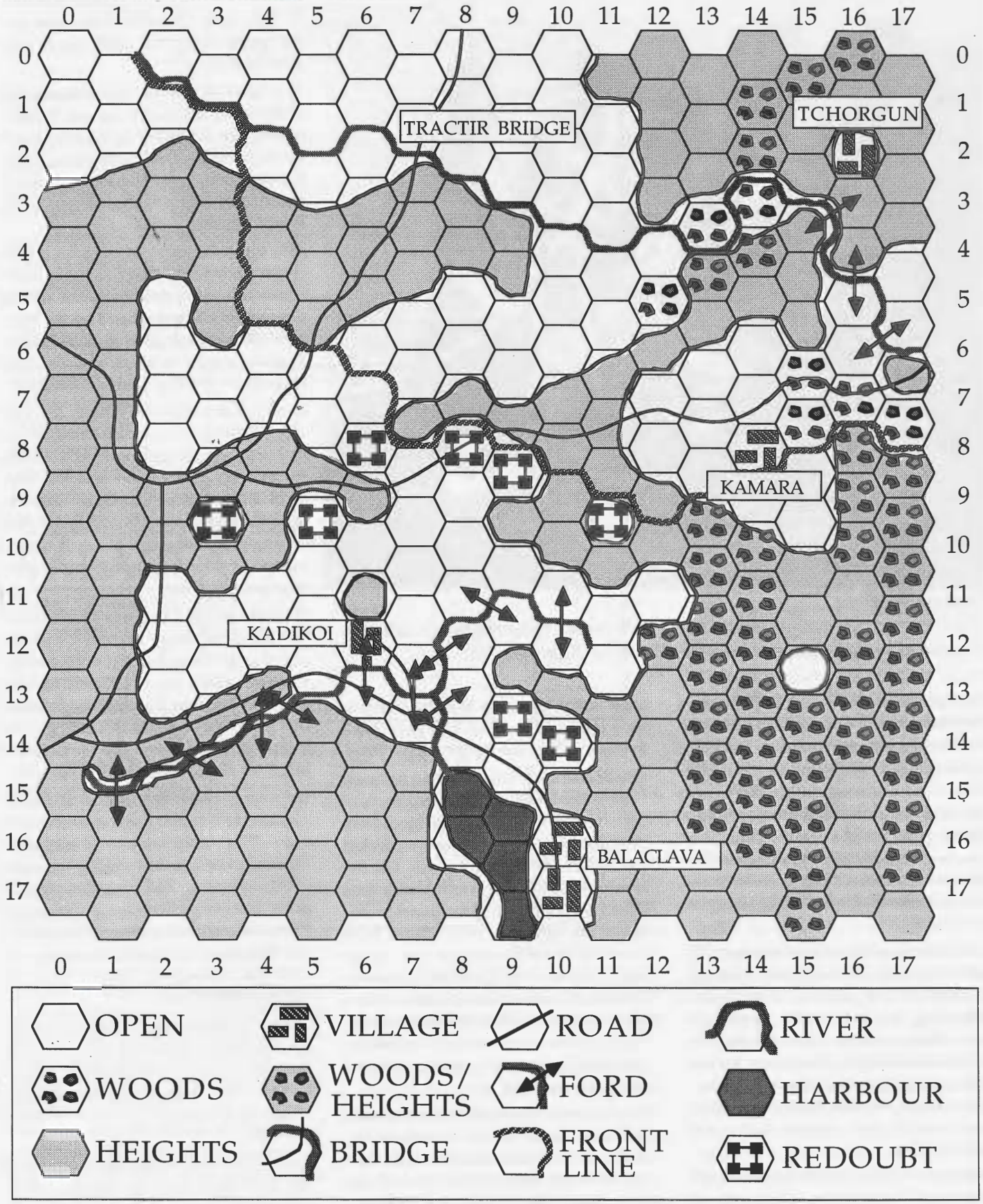
Upon reaching the city the British re-established their naval supply lines at Balaclava Harbour while the French, further to the west were supplied through Kamiesh Harbour. With the Russian army reinforced and somewhere east of the city the British supply lines were vulnerable to sudden attack. All this would have been a moot point if the allies had assaulted the city rather than laying siege.

St. Arnaud, the French commander had died during the march to the city. His replacement, Canrobert was not willing to risk an assault. He was supported by John Burgoyne, illegitimate son of the general who surrendered to the Americans at Saratoga in 1777 and commander of the British Engineers.

Burgoyne favoured a siege saying that an assault would result in at least 500 casualties. In hindsight, the allied decision not to assault Sevastopol must be regarded as one of the worst examples of false economy in the history of warfare. Given that the Sevastopol defences were almost non-existent when the allies arrived it is hard to see how they could justify a formal siege.

The efforts of the Russian's chief engineer, the German Colonel Todleben to improve the defences were nothing short of astounding. Between September 27th when the allies set up camp

BALACLAVA - Map



Turkish Soldiers
The Turks were generally despised by the British and French; feelings which were not altered by their failure to hold the redoubts at Balaclava

outside the city and October 17th when bombardments commenced, the city was ringed with earthworks. Todleben press ganged the population into digging almost around the clock. He also stripped the blockaded Russian fleet of all its guns for the walls. Menshikov was so pleased by these defences that he reinforced the city to 38 000 men and 341 guns by the time the allied attacks began.

In comparison the allies had only 126 guns on land, although they had considerably more guns in their fleet. It was only the land-based guns, however, that counted. After the first unsuccessful naval bombardment the fleet took no more part in the reduction of Sevastopol, wooden ships were simply no match for stone forts and earthworks.

After the first couple of days bombardment and counter-bombardment the allies began to realise that they were in for a long siege. Which brings us back to those vulnerable British supply lines.

The British siege lines were on the west side of the Sapoune Heights. Stretching east from the Sapoune Heights were the Causeway Heights which separated the North and South Valleys. On the southern side of the South Valley was Balaclava Harbour. Any Russian advance on Balaclava must come from the north or north east over the Causeway Heights. Therefore the defences of Balaclava were based around a series of six redoubts built along these heights. At the time of the battle only four of the redoubts had been completely finished and were manned.

The troops manning the redoubts were Turks of Omar Pasha's expeditionary force. A full battalion of 600 men manned the easternmost redoubt on Canroberts Hill and a half battalion manned each of the next three redoubts to the west. The redoubts were also equipped with nine 12lb naval guns with British crews.

The head of the Balaclava gorge was dominated by the town of Kadikoi which was defended by the 93rd Highlanders and another battalion of Turks. Behind them were the inner defences manned by infantry and artillery of the Royal Marines.

The static defences of Balaclava were commanded by Maj-Gen. Sir Colin Campbell, a capable Scot. The mobile defences consisted of Lord Lucan's cavalry division consisting of the heavy Brigade under Scarlett and the light brigade under The Earl of Cardigan.

Command problems within the cavalry division were exacerbated, firstly by Lucan's incompetence and, secondly by the fact that Lucan and the even more incompetent Cardigan were not on speaking terms. Even Scarlett was an amateur, although he, as it turned out, at least had a good grasp of military practicalities.

Should a strong Russian attack necessitate the detachment of troops from the allied siege lines, the first units to reinforce Balaclava would be the British 1st and 4th Divisions and the French Corps de Observation, all up consisting of six infantry brigades and the two cavalry brigades of the Chasseurs d'Afrique.

Opposing these forces the Russians planned to attack Balaclava with 25000 men. The force, under Lieut-Gen. Liprandi, consisted of slightly less than 20000 infantry, 5000 cavalry and 78 guns. The overall Russian commander, Prince Menshikov, realised that to control Balaclava he needed to occupy not only the Causeway Heights but the village of Kadikoi.

Once in possession of Kadikoi no British supplies would be able to leave Balaclava. The allies would be forced to raise the siege of Sevastopol and attack the Russians to re-open the supply line.

Even a brief lull in the siege would give the defenders the opportunity to improve their fortifications and build up

supplies. Russian victory at Balaclava could have extended the siege by six months.

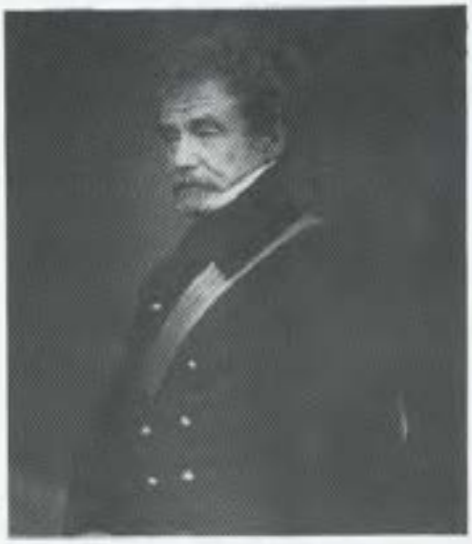
The attacking force was divided into a number of infantry prongs supported by cavalry and artillery. The columns of Gribbe, Semiakin, Levutski and Skiuderi were to attack the eastern-most three redoubts while Zhaboritski was to take the fourth redoubt and protect the right flank of the attacking force from the main allied force on Sapoune Heights.

Once the infantry columns had captured the redoubts on the Causeway Heights the cavalry reserve under Ryjov, between 2000 and 3000 strong was to capture Kadikoi.

The plan was cautious, relying on the cavalry to capture the vital objective while preparing the infantry to receive the allied counterattack. The weakness of the plan was in its under-utilisation of the infantry. If Kadikoi did not fall to the cavalry, there would be no allied counterattack and 20 000 infantry would be sitting idle on the Causeway Heights.

As the 25 000 Russians gathered to strike at Balaclava on the evening of the 24th of October an allied spy brought news of the imminent attack. Unfortunately for the men in the redoubts the allies had heard these rumours before and Raglan decided to take no action.

At 5 AM on the 25th the signal flag for "enemy advancing" went up in Redoubt No.1. Lord Lucan sent Maude's horse artillery battery to support the Turks and he was in position when the bombardment began at 6AM. The horse artillery was withdrawn after a brief exchange when a shell struck the commanding officer's horse, literally exploding within the wretched beast.



Maj. Gen. Sir Colin Campbell
The commander of "the thin red line"

British Army
General F.J.H. Somerset, Baron Raglan

Attached to Army HQ
Maude's Bty (Mau; 300 crew, 6 guns), 1st Marine Bty (MA1; 200 crew, 14 guns), 2nd Marine Bty (MA2; 200 crew, 12 guns)

Balaclava Defences
Maj. Gen. Sir C. Campbell
1st Turkish infantry (Tu1; 600 inf, 4 guns), 2nd Turkish infantry (Tu2; 300 inf, 2 guns), 3rd Turkish infantry (Tu3; 300 inf, 2 guns), 4th Turkish infantry (Tu4; 300 inf, 2 guns), 5th Turkish infantry (Tu5; 600 inf, no guns), 93rd Highland Rgt (93H; 700 inf, no guns), Marines (Mar; 800 inf, no guns)

Cavalry Division
Lord Lucan
Heavy Bde (Hvy; 600 cav, no guns), Light Bde (Lgt; 600 cav, no guns)

1st Division
Lt. Gen. HRH The Duke of Cambridge
Guards Bde (Grd; 2000 inf, no guns), Highland Bde (Hig; 2000 inf, no guns)

4th Division
Lt. Gen. Sir G. Cathcart
Goldie's Bde (Gol; 3000 inf, no guns), Torrens' Bde (Tor; 2000 inf, no guns)

Canrobert's Corps (French)

d'Allonville's Brigade
1st Chasseurs d'Affrique (1Ch; 800 cav, no guns), 4th Chasseurs d'Affrique (4Ch; 800 cav, no guns)

Bosquet's Division
Espinasse's Bde (Esp; 2000 inf, no guns), Vinay's Bde (Vin; 2000 inf, no guns)

Russian Army
Lt. Gen. P.P. Liprandi

Attached to Army HQ
1st Dnieper Bde (Dn1; 2600 inf, 10 guns), 1st Ukraine Bde (Uk1; 3100 inf, 8 guns), Odessa Bde (Ode; 1900 inf, 12 guns), 2nd Ukraine Bde (Uk2; 1500 inf, 12 guns)

Semiakin's Division
Azov Bde (Azo; 3100 inf, 6 guns), 2nd Dnieper Bde (Dn2; 1900 inf, 4 guns)

Zhaborits' Division
Sousdal Bde (Sou; 2300 inf, 6 guns), Vladimir Bde (Vla; 2300 inf, 4 guns)

Ryjov's Division
60 Don Cossack Rgt (60D; 400 cav, no guns), 53 Don Cossack Rgt (53D; 500 cav, no guns), Lancer Rgt (Lan; 600 cav, 4 guns), Ingemanla Rgt (Ing; 900 cav, 6 guns), Cossack Rgt (Cos; 800 cav, no guns), Kiev Rgt (Kie; 1200 cav, 6 guns), Uhlan Rgt (Uhl; 600 cav, no guns)

BALACLAVA - Brigades

UNIT NUMBER	1-127	1	2	3	4	5	6	7	8	9	10	11
UNIT I.D. (Full)	[9]	Azov	Dnieper 2	Sousdal	Vladimir	60 DonCos	53 DonCos	Lancers	Ingemanla	Cossacks	Kiev	Uhlans
UNIT I.D. (Abbr)	[3]	Azo	Dn2	Sou	Vla	60D	53D	Lan	Ing	Cos	Kie	Uhl
UNIT SIZE	[3]	Bde	Bde	Bde	Bde	Rgt	Rgt	Rgt	Bde	Bde	Bde	Bde
MAP LOCATION	(x,y)	11, 8	12, 9	4, 4	5, 4	14, 7	7, 6	6, 4	7, 5	9, 5	8, 5	13, 5
CORPS	0-15	0	0	0	0	0	0	0	0	0	0	0
DIVISION	0-39	1	1	2	2	3	3	3	3	3	3	3
ARRIVAL	0-95	0	0	0	0	0	0	0	0	0	0	0
UNIT TYPE	0-3	0	0	0	0	2	2	2	2	2	2	2
OBJECTIVE	0-23	0	0	0	0	0	0	0	0	0	0	0
SMALL ARMS	0-31	2	2	2	2	3	3	4	4	3	3	4
ARTILLERY	0-31	1	1	2	2	0	0	3	3	0	3	0
TROOP STREN.	0-31	31	19	23	23	4	5	6	9	8	12	6
MOVEMENT	0-15	3	3	3	3	4	4	4	4	4	4	4
BATTERY STR.	0-15	3	2	3	2	0	0	2	3	0	3	0
SHATTERED	0-1	0	0	0	0	0	0	0	0	0	0	0
LEADERSHIP	0-7	3	3	3	3	4	4	4	4	4	4	5
COHESION	0-7	7	7	7	7	7	7	7	7	7	7	7
EXPERIENCE	0-7	3	2	3	3	4	5	4	4	5	4	5
REGIMENTS	0-7	2	2	2	2	3	2	2	3	2	3	2
LIKELIHOOD	0-7	7	7	7	7	7	7	7	7	7	7	7

UNIT NUMBER	1-127	12	13	14	15	48	49	50	51	52	53	54
UNIT I.D. (Full)	[9]	Dnieper 1	Ukraine 1	Odessa	Ukraine 2	Turk 1	Turk 2	Turk 3	Turk 4	Turk 5	93rd High	Marines
UNIT I.D. (Abbr)	[3]	Dn1	Uk1	Ode	Uk2	Tu1	Tu2	Tu3	Tu4	Tu5	93H	Mar
UNIT SIZE	[3]	Bde	Bde	Bde	Bde	Bn	Bn	Bn	Bn	Bn	Rgt	Rgt
MAP LOCATION	(x,y)	13, 8	9, 7	7, 7	12, 5	11, 9	9, 8	8, 8	6, 8	7, 11	6, 11	9, 12
CORPS	0-15	0	0	0	0	0	0	0	0	0	0	0
DIVISION	0-39	0	0	0	0	20	20	20	20	20	20	20
ARRIVAL	0-95	0	0	0	0	0	0	0	0	0	0	0
UNIT TYPE	0-3	0	0	0	0	0	0	0	0	0	0	0
OBJECTIVE	0-23	0	0	0	0	0	0	0	0	0	0	0
SMALL ARMS	0-31	2	2	2	2	2	2	2	2	2	1	1
ARTILLERY	0-31	1	1	1	1	1	1	1	1	0	0	0
TROOP STREN.	0-31	26	31	19	15	6	3	3	3	6	7	8
MOVEMENT	0-15	3	3	3	3	0	0	0	0	3	3	3
BATTERY STR.	0-15	5	4	6	6	2	1	1	1	0	0	0
SHATTERED	0-1	0	0	0	0	0	0	0	0	0	0	0
LEADERSHIP	0-7	3	3	4	3	1	1	1	1	2	6	5
COHESION	0-7	7	7	7	7	7	7	7	7	7	7	7
EXPERIENCE	0-7	4	3	4	3	2	2	2	2	2	6	5
REGIMENTS	0-7	3	2	2	2	1	1	1	1	1	2	4
LIKELIHOOD	0-7	7	7	7	7	7	7	7	7	7	7	7

UNIT NUMBER	1-127	55	56	57	58	59	60	61	62	63	64	65
UNIT I.D. (Full)	[9]	Heavy Bde	Light Bde	Guards	Highlanders	Goldie	Torrens	1 Chasseurs	4 Chasseurs	Espinasse	Vinay	Maude
UNIT I.D. (Abbr)	[3]	Hvy	Lig	Grd	Hig	Gol	Tor	1Ch	4Ch	Esp	Vin	Mau
UNIT SIZE	[3]	Bde	Bde	Bde	Bde	Bde	Bde	Rgt	Rgt	Bde	Bde	Bty
MAP LOCATION	(x,y)	2, 11	2, 8	0, 7	0, 7	0, 14	0, 14	0, 7	0, 7	0, 7	0, 7	10, 9
CORPS	0-15	0	0	0	0	0	0	0	0	0	0	0
DIVISION	0-39	21	21	22	22	23	23	24	24	25	25	0
ARRIVAL	0-95	0	0	4	4	5	5	3	3	6	6	0
UNIT TYPE	0-3	2	2	0	0	0	0	2	2	0	0	3
OBJECTIVE	0-23	0	0	5	5	6	6	5	5	5	5	0
SMALL ARMS	0-31	3	3	1	1	2	2	3	3	1	1	3
ARTILLERY	0-31	0	0	0	0	0	0	0	0	0	0	3
TROOP STREN.	0-31	6	6	20	20	30	20	8	8	20	20	3
MOVEMENT	0-15	4	4	3	3	3	3	4	4	3	3	4
BATTERY STR.	0-15	0	0	0	0	0	0	0	0	0	0	3
SHATTERED	0-1	0	0	0	0	0	0	0	0	0	0	0
LEADERSHIP	0-7	3	1	5	4	4	4	5	5	4	4	4
COHESION	0-7	7	7	7	7	7	7	7	7	7	7	7
EXPERIENCE	0-7	6	6	7	5	4	4	5	5	4	4	5
REGIMENTS	0-7	4	2	3	3	3	3	3	3	4	4	1
LIKELIHOOD	0-7	7	7	7	7	7	7	7	7	5	5	7

Brigades (Cont.)

UNIT NUMBER	1-127	66	67
UNIT I.D. (Full)	[9]	Marine Art 1	Marine Art 2
UNIT I.D. (Abbr)	[3]	2Va	4Va
UNIT SIZE	[3]	Rgt	Rgt
MAP LOCATION	(x,y)	15,13	16,14
CORPS	0-15	0	0
DIVISION	0-39	1	1
ARRIVAL	0-95	0	0
UNIT TYPE	0-3	0	0
OBJECTIVE	0-23	0	0
SMALL ARMS	0-31	1	1
ARTILLERY	0-31	14	12
TROOP STREN.	0-31	5	7
MOVEMENT	0-15	8	8
BATTERY STR.	0-15	2	2
SHATTERED	0-1	0	0
LEADERSHIP	0-7	2	4
COHESION	0-7	7	7
EXPERIENCE	0-7	6	6
REGIMENTS	0-7	1	1
LIKELIHOOD	0-7	7	7

Corps

CORPS NUM.	1-39	2
CORPS I.D.	[9]	Canrobert
MAP LOCATION	(x,y)	0, 6
TYPE	0-1	0
ARRIVAL	0-95	3
ORDER	0-2	0
OBJECTIVE #1	0-23	5
OBJECTIVE #2	0-23	4
MOVEMENT	0-15	8
DAILY COMM.	0-15	0
LEADERSHIP	0-7	5
STAFF	0-7	5
STRENGTH	0-7	2
LIKELIHOOD	0-7	7

The Turks on Canroberts Hill put up a spirited defence but the smaller garrisons of Redoubts 2,3 and 4 fled before the infantry assault struck them. On Canroberts Hill a brief melee ended at 7.30 with the surrender of the redoubt.

On hearing of the capture of the redoubts, Raglan and Canrobert ordered immediate reinforcements to move down into the valley. They would not arrive, however in time to have much influence on the battle.

The Russians spent approximately an hour moving troops up onto the Causeway Heights to defend the redoubts against counterattack. Then at 8.30 AM Ryjov's cavalry descended into the South Valley towards Kadikoi.

Campbell, at Kadikoi, had deployed the 93rd Highlanders on a knoll in front of the town with a battalion of Turks on his right. Another Turkish battalion was formed from fugitives from the redoubts and these were placed on Campbell's left. As the Highlanders came under artillery fire, Campbell withdrew them onto the reverse slope. This unfortunately coincided with the commencement of the Russian cavalry attack. Thinking that the British were retreating, the Turks fired a volley at the ridiculous range (for smoothbore muskets) of 800 yards and promptly fled to Balaclava.

As the cavalry approached, the Highlanders rose from behind the crest and loosed off two volleys which broke the Russian cavalry. It is interesting to note that with the new Minie Rifle, infantry did not even have to form the traditional square, being able to rout cavalry by their musketry alone.

Smoothbore muskets were ineffective at anything over 200 yards. Charging cavalry would take approximately 25 seconds to cover the final 200 yards at the gallop. Therefore a well drilled infantry unit could loose off a volley at 200 yards and just have another one loaded in time to fire at point blank range. Most commanders didn't take chances and simply held fire till the cavalry were within 50 yards.

With rifled muskets the 93rd were able to fire a volley which had some effect at 600 yards, reload and fire another, more effective volley at 250 yards and could still have reloaded in time to give them hot stuff at point blank had the Russians not broken.

Having retreated before the "thin red line" the Russian cavalry was not finished. Indeed half the cavalry had not even been engaged as yet. Ryjov moved west up the North Valley, crossing the Causeway Heights just west of Redoubt No. 4.

As the cavalry moved towards Kadikoi they were surprised to see 300 men of the Heavy Brigade move across their line of advance and form up. The Russian force paused to dress its ranks before charging. Scarlett saw his opportunity and ordered the charge. The Russians were taken completely by surprise and were unable to countercharge.

The Heavies broke clean through the Russian lines and where in danger of being cut off and surrounded. At that moment the other 300 of the Brigade arrived, striking the Russians in the flank. Already in a disorganised state the Russian cavalry routed towards the safety of their batteries on the heights.

BALACLAVA - Divisions

DIV. NUMBER	1-39	1	2	3	20	21	22	23	24	25
DIVISION I.D.	[9]	Semiakin	Zhaborits	Ryjov	Campbell	Lucan	Cambridge	Cathcart	d'Allonville	Bosquet
CORPS	0-15	0	0	0	0	0	0	0	2	2
TYPE	0-1	0	0	0	0	1	0	0	1	0
ORDERS	0-2	0	0	0	1	2	0	0	0	0
OBJECTIVE #1	0-23	2	5	4	6	0	5	6	5	5
OBJECTIVE #2	0-23	0	0	6	0	0	6	4	4	4
LEADERSHIP	0-7	3	3	4	6	2	4	5	5	5
STAFF	0-7	3	2	2	5	1	2	3	4	5

Armies

SIDE	B/R	BRITISH	RUSSIANS
COMMANDER	[9]	Raglan	Liprandi
SECOND I.C.	[9]	-	-
ARMY I.D.	[11]	British	Russian
	[11]	Army	Army
MAP LOCATION	(x,y)	6,0	9,19
ARRIVAL	0-95	0	0
OFF. OBJ. #1	0-23	2	5
OFF. OBJ. #2	0-23	1	9
DEF. OBJ. #1	0-23	2	1
DEF. OBJ. #2	0-23	5	10
MOVEMENT	0-15	8	12
STAFF	0-7	2	5
STRENGTH	0-7	1	1
LEADERSHIP	0-7	2	7

As the Russian cavalry fled, Cardigan was urged to charge into their rear with the Light Brigade but refused on the grounds of two hour old orders. Several observers later stated that had Cardigan used his initiative and attacked, the Russian cavalry could have been annihilated. Unfortunately, Cardigan had no initiative, he was the worst sort of British officer. He had purchased his command, had almost no military experience and thought he was a brilliant commander because his brigade dressed well and looked good on the parade ground.

When the Russian cavalry had retired to the safety of the North Valley the battle was effectively over. Although it was still only 9.30 AM Liprandi was not prepared to advance into the South Valley again. He feared a counterattack which was exactly what Raglan planned.

The 1st and 4th Divisions were moving down towards the Causeway Heights with the aim of retaking the redoubts. The Chasseurs d'Afrique were already positioned at the western end of the North Valley and French infantry were ready to move down onto the plains should they be required.

The infantry was still half an hour away, however, when Raglan saw the Russians beginning to remove the guns from the redoubts. Whether it was his own decision or whether he was prompted by the redoubtable Harry Flashman as George MacDonald Fraser would have us believe, Raglan ordered the Light Brigade to advance and recover the guns. This order was given to Captain Nolan who delivered it to Lucan.

Lucan, not having Raglan's vantage point could not see any guns and hence misinterpreted the order to mean that the Light Brigade should attack the Russian guns at the eastern end of the North Valley. By 11 AM when the Light Brigade began to move down the valley the infantry had arrived and was forced to sit as idle spectators as Raglan, Lucan and Cardigan conspired to destroy a brigade.

Liprandi saw the start of the advance and, fearing an attack on the heights, he withdrew his army from their positions in redoubts 3 and 4. The Light Brigade passed Redoubt No.3 without wheeling, to the amazement of onlookers on both sides.

As the Brigade advanced further, they came under fire, not only from the guns they were charging, but from guns on either side of the valley. Enduring grape at point blank range the remnants of the Brigade swept over the Russian artillery and into the cavalry and infantry behind. After a brief melee where the Brigade was finally destroyed as a unit, the survivors fled back up the North Valley.

The return journey was made easier by the charge of the 4th Chasseurs d'Afrique which silenced the Russian battery firing from the Fedioukine Heights on the north flank of the Valley.

When the Light Brigade mustered in the safe shadow of Sapoune Heights only 195 men of the 673 who were present for duty that morning remained.

The battle was not quite over. In the early afternoon the British First Division, along with French zouaves supported the attack of the Chasseurs on the Fedioukine Heights, clearing it of the enemy and the Fourth Division

Before

A selection of British soldiers at the start of the Crimean campaign. Their uniforms were woefully inadequate for the Russian winter

BALACLAVA- Objectives

OBJ. NUMBER	1-23	1	2	3	4	5	6	7	8	9
OBJ. NAME	[11]	Kamara	Canroberts	Redoubt 2	Aratabia	Redoubt 4	Kadikoi	Balaclava	Tractir Bdg	Tchorgun
MAP LOCATION	(x,y)	14, 8	11, 9	9, 8	8, 8	6, 8	6, 12	10, 16	7, 1	16, 2
START (N)	1-95	1	1	1	1	1	1	1	1	1
STOP (N)	1-95	14	14	14	14	14	14	14	14	14
VPs/TURN (N)	0-255	2	5	5	5	3	2	1	5	2
VPs AT END (N)	0-255	10	25	25	15	15	10	10	10	10
MANEUVER (N)	0-15	0	8	0	0	0	5	0	0	0
START (S)	1-95	1	1	1	1	1	1	1	1	1
STOP (S)	1-95	14	14	14	14	14	14	14	14	14
VPs/TURN (S)	0-255	0	1	1	2	3	10	10	0	0
VPs AT END (S)	0-255	5	10	10	10	15	25	25	1	1
MANEUVER (S)	0-15	0	0	0	0	0	5	0	0	0

BALACLAVA- Terrain Effects Chart

TERRAIN #	0-31	0	1	2	3	4	5	6	7
TERRAIN NAME	[11]	Harbour		Open	Heights	Woods	Woods/Hts	Village	Redoubt
SIGHTING VAL.	0-7	0		0	3	4	8	2	2
MOVEMENT	0-7	0		1	2	2	3	1	2
COVER VALUE	0-7	0		0	3	4	6	4	3
FORT VAL. (N)	0-7	0		0	0	0	0	0	7
FORT VAL. (S)	0-7	0		0	0	0	0	0	5

BALACLAVA- Small Arms

SMALL ARMS #	1-31	1	2	3	4
SM. ARMS I.D.	[11]	Minie Rfl	S'Bore	Sabre	Lance
RANGE	0-1	1	1	0	0
FIRE VALUE	0-7	6	2	0	0
MELEE VALUE	0-7	5	5	6	7

BALACLAVA- Artillery

ARTILLERY #	1-31	11	12	13
ARTILLERY I.D.	[11]	12lb S'Bore	6lb S'Bore	4lb S'Bore
RANGE	0-5	3	2	2
RATE OF FIRE	0-7	2	3	3
EFFECT'NESS	0-7	5	4	3
PENETRATION	0-7	2	2	1

deployed across the Causeway Heights and exchanged a few desultory long range volleys with the Russians. Neither commander, however, was game to throw the full weight of their infantry against the other.

So who won the Battle of Balaclava? Neither side could claim a clear cut victory. The allies had taken losses, particularly amongst their cavalry, which they could ill afford and they had to use a slightly longer supply route because of the proximity of the Russians. The Russians had captured the allied outer defences, including eight guns, and required the British to defend Balaclava with nearly half their army.

The question of who finally won must ultimately come down to the aims of each side and how well they achieved those aims. The Russians were trying to cut the British off from their supply base at Balaclava and the allies were trying to avoid being cut off. Clearly the Russians failed in their objective and the battle must therefore be regarded as being an allied victory. Clearly, too, the allied victory was not a result of good generalship, at least not at the top. The steadiness of individuals, like Campbell and Scarlett offset the lack of direction from Raglan and the incompetence of Lucan and Cardigan.

Liprandi failed to press his initial advantage and let the allies beat him back from Kadikoi with a handful of men. Considering the opportunity of damaging the British, his failure to press home the attack is inexcusable.

Ultimately the truth about Balaclava is a story of supply lines and of attempting to raise a siege. It is far from the glamorous idea of war suggested by Tennyson's epic poem. But then the charge of the Light Brigade was for most, a glimpse of a romantic world of chivalry which was never more than a Victorian construct. In the squalid reality of the Crimean War the British public needed a bit of 'Boy's own paper' warfare. The soldiers on the ground,

After
Once the suffering of the men in the Crimea became apparent to the British population, warm clothing, some, like this, being distinctly non-regulation, flooded into Balaclava Harbour. For many men though, the warm clothing was too late

however, were left in no doubts as to the military value of such a charge. As General Bosquet, watching from the Sapoune Heights said, "C'est magnifique, mais ce n'est pas la guerre.", It is magnificent but it is not war.

CREATING THE SCENARIO

If this is the first time you have tried to transfer a magazine scenario onto a save-game disk (or hard disk), we recommend you follow these directions. The letters in parentheses after each heading refer to the corresponding section in the Decisive Battles manual.

There is some additional information for IBM users at the end of this section. Be sure to read it, especially if you have an EGA/VGA card and want to take advantage of our "full map" graphics.

Macintosh users should note there are some changes to the numbering system in their design manual and that access to the various design routines is obtained through conventional, pull-down Mac menus.

Preparing the Disk [3]. Boot up the Master Disk and select <CREATE> from Menu H. Select <SCENARIO> from Menu B. <LOAD> any historical scenario. You have been processed through to Menu J. Select the <DISK> line from that menu.

If you have one disk drive, remove the Master Disk and replace it with a blank disk. If you have two drives, remove the Scenario Disk from the second drive and replace it with a blank disk.

Select <FORMAT> from the on-screen menu. Once this is done, select <SAVE> from the menu and store any of the historical scenarios in any unused save-game location. This procedure prepares the template on which we will build the *Balaclava* scenario.

Hard disk users should note that all they need is enough room on their hard disk to hold the new scenario. Macintosh users should note that they do not need to use an existing scenario as the template. They can select *New* from the File Menu.

The WarPlan™ menus are displayed on the back of the game menus card. Refer to this when necessary. Macintosh users should check their WarPlan™ manual for the location of the different design routines.

Title [5c]. There are three lines of text for the title:

Balaclava

"into the valley of death"

25th October 1854

Go back to Menu J and re-save the game in the same location.

Map Size [5a(i)]. The top left sector is 0. The bottom right sector is 4. Macintosh dimensions are 18 x 18.

Define Terrain [5a(ii)]. The accompanying Terrain Effects Chart lists the details of the active terrain types for this scenario. Select (or paint) the icons of your choice to represent the seven terrain types.

Create Map [5a(iii)]. Select the <CLEAR> line from Menu J. Clear the map and the data. Use the accompanying map to build up the screen map. Do not forget to assign control to each hex.

Save the game again. How often you save really depends on how lucky you feel. After several major disasters, I choose to save after each section is completed.

Limits [5b(i)]. Before you can enter the military units for each side, you must set the force limits. The force limits are as follows; corps (5), divisions (10), brigades (20). Apple II and C64 users must also set the artillery weapon limit to 11.

Weapons [5b(ii)]. Consult the Small Arms and Artillery Tables and enter the data as shown.

Forces [5b(iii)]. Edit the North (British) Army HQ and the South (Russian) Army HQ as shown in the data tables.

The objectives assigned to the Army HQs will not appear on the screen until after the objective data base has been entered.

The North has 1 corps. The South has no corps. Consult the Corps Table and enter the data as shown.

The North has 6 divisions. The South has 3 divisions. Consult the Divisions Table and enter the data as shown.

The North has 20 brigades. The South has 15 brigades. Consult the Brigades Tables and enter the data as shown.

Objectives [5b(iv)]. There are 9 objectives. Consult the Objectives Table and enter the data as shown.

Scenario Setup [5d(i)]. Enter the following data. Date (25), Month (10), Year (54), Century (18), North Maximum Hex Movement is (3,0,4,2,5), South Maximum Hex Movement is (3,0,4,2,5), neither side is encamped or entrenched (the latter introduced only in Volume II), and VP awards are 25 per leader, 5 per 100 men (North) and 3 per 100 men (South). IBM and Macintosh users should note the combat value for this scenario is 4 for north and 0 for south.

Scenario Details [5d(ii)]. This is a one day scenario. Enter the following data for Day 1. The weather is Clear (0), the North is Defensive (0) and the South is Offensive (1), 5 am is a dawn (1), move (1) turn, 6 am to 5 pm are day (3), move (1) turns and 6 pm is a dusk (2), End (2) turn.

Finally, save again and the scenario is ready to play.

NOTES FOR IBM USERS

IBM users with CGA, MCGA, Tandy or Hercules graphics can create the scenario using the advice given above. There is a minor change in the weapons data base. You do not have to set limits for weapons. There is space for 31 weapons of each type.

IBM users with EGA or VGA cards must first create the game map with the "full-map" graphics disabled. To do this, run the program as DB2 f (or DB3 f or DB1 f) which will by-pass the "full-map" graphics. Select a scenario as a template as explained above and save it in a save-game location. Build up the map in the usual way and save when finished. The rest of the data for the scenario may be entered with the "full-map" graphics either disabled or enabled. There is a full explanation of "Full Map" graphics in Issue 14.

Cornet John Wilkin, 11th Hussars
Wilkin is seen here in the full dress uniform worn by his regiment during the charge of the Light Brigade of which it was a part. He became Cornet after he survived the charge, there being a number of vacancies

Re-boot the program (this time with the "full-map" graphics enabled) and use the "full-map" WarPaint™ tool to build up the map. In other words, the "full-map" graphics are only graphic images and do not affect the play of the game.

A NOTE ON .LBM FILES

The .lbm files contain the graphic images. DPaint2™ from Electronic Arts can be used to manipulate the file. Up to 250 hexes can be created but DPaint2™ must be used to change the size of the .lbm file. To do this, use the 'Page Size' function to alter the height of the file.

The Decisive Battles program reads the size of the .lbm file on loading and adjusts the WarPaint™ values automatically. If you don't want to worry about manipulating .lbm files, choose a scenario with a 250-hex .lbm file as the template to build the new scenario on.

When saving an .lbm file, a temporary file is created first. When the temporary file is successfully saved the original is deleted and the temporary file

renamed. This means there must be enough space on the current disk to hold the temporary file.

Macintosh users will find no such complications when it comes to creating scenarios. Follow the directions given in the design section of any Decisive Battles game manual.

PLAYER'S NOTES

British. The key to victory is Kadikoi. You must form a line from the marine redoubts, northwest through Kadikoi. Unlike the actual battle, Liprandi will attack towards Kadikoi with his infantry. Your troops, well handled, should be good enough to stop him dead. As your reinforcements arrive feed them into the line where it looks like breaking. If you lose Kadikoi, fight like hell to get it back. With good management you should be able to launch a counterattack near the end of the game with the possibility of recovering the redoubts.

Russian. As mentioned above the key to victory is Kadikoi. You must attack with all your forces and take Kadikoi before it is reinforced. Do not attack Balaclava directly unless you are already winning by a large margin. The marine artillery has been positioned to chew up just such an assault. Once you take Kadikoi, Raglan will have to counterattack. Make him pay dearly and even if the town is retaken, you can afford the losses while he can't. Remember, there are plenty more Russians where this lot came from.

LETTERS... (from p. 20)

strate that your parochial, knee-jerk, "British must be worse" attitude is not always justified.

Yours etc.
Andy Brown
B Officers Mess
BFPO 40
UK

Andy, you make some fairly strong comments about the last couple of issues of Run 5. I guess we never expected to get a letter from an individual complaining about how his unit was rated in one of our games.

The vast bulk of our feedback from the gulf came via US sources and so it's not surprising that we have been given the impression that the Americans won the War single handed. You may well be right about your comparative capabilities and in any case feel free to alter the data base and give yourselves better stats.

Constructing a scenario is a complex task and there are no simple formulas for the conversion of hardware and fighting capabilities to game stats. Ultimately you have to make your best guess, bearing in mind that the game should, on average, give a historical outcome.

As to the matter of who's fault the defeat in Malaya was, that is a matter of some current controversy. The recent release of Field Marshal Wavell's report blaming the defeat on Australian "cowardice" is, like most such attempts to blame soldiers for general's mistakes, absurd. The Australian 8th Division suffered the highest casualty rate of any division in the campaign and were in position facing the Japanese when they were ordered to surrender. I thought Ian summed it up quite nicely when he said "There are no bad soldiers, only bad generals".

A quick glance at the articles in this issue will show, I hope, a balanced treatment of two British battles. If we here at SSG occasionally engage in the Australian national sport of pom-bashing, you must forgive us. Unlike the Americans who rebelled and got to beat you in a war, the only opportunity we have to get back at you for colonising us is when we invariably thrash you at cricket.
Ed.

Dear Roger and Ian,

I purchased "Carriers at War"3 weeks ago and was greatly impressed by the increase in graphics used in the game over the C64 version I had 3 years ago. I liked the individual ships vital statistics and profile display, and the erratic composition of enemy taskforces spotted as well as their location. The displaying of each squadrons current activities and how aircraft were lost was excellent. The user interface was up to your usual high standard.

There are a number of things I felt should have been included. The original game had a hexagonal grid superimposed over it which helped with range evaluation, and while the new map looks better it is not as helpful.

While the sequence of heavy AA fire, and then either bomb hits or torpedo attack looked good at first, it slows the game down considerably, especially in large scenarios. To most gamers this would not matter but serious wargamers want strategy not arcade sequences. Yes it gives valuable information but only reported bomb or torpedo 'hits' should be an option for full or partial reports.

Surface combat has some problems as my 30 knot cruiser force has spent hours chasing a force of 10 knot transports alone in daylight, picking off a few each time. It is inconceivable under any daytime condition that this could occur.

Surface combat is also not allowed in port hexes. Why would a vastly superior force not take combat to the enemy. Shore batteries should be included as a disincentive but combat should still be allowed. It also appears torpedoes cannot be used by torpedo carrying aircraft against ships in port except for Pearl Harbour (even at short range).

More than one plane per task force should be allowed to be assigned. This would be important when you are almost certain of the enemies bearing.

Continued on p. 50

WARLORDS REPLAY

Illuria up for Grabs

Edited and Hotly Contested by Stephen Hand

Yes we know we promised you a Warlords replay in the last issue but it was lost in the dark abyss of Ian's computer. Not that this could have anything to do with the fact that Roger claims to have won the aforementioned replay. Trout denies all, his angelic face leaving everyone convinced who at least one of the danger men will be in the upcoming game...

The arguments begin before the game has commenced, Roger proffering four curiously marked straws to choose sides. He is loudly outvoted and dice are rolled instead. The result; Gregor Whiley-Storm Giants, Ian Trout-Selentines, Roger Keating-Lord Bane, Stephen Hand-Grey Dwarves (a fitting position for this lowly editor). Combat is intense and the other players are set to enhanced Warlord level, can't make things too easy for Roger.

Turn 1

Across the land of Illuria new heroes emerge, immediately venturing forth to do battle with lesser races. A few of these brave souls are worthy of mention. Selling his services to the Storm Giants is Aethelstan who quickly recovers the fabled Spear of Ank. The dwarves unanimously declare their idol, Roger Ramjet to be "Hero of the nation" and are far from disappointed when he slays a devil and finds the Horn of Ages. In the northwest the militaristic Selentines proclaim their Hero, Napoleon, Emperor of all Illuria. The other nations suppress a snigger. Last and unlikely to be least is Killer Keating, right hand man of Lord Bane and proud owner of the secret control keys.

Turns 2,3 and 4

It is vital to get off to an early start against opponents like this. By the end of turn 4, Roger has taken his 3rd city, Ian and Gregor have 2 each and the heroic dwarven legions have been slaughtered in front of Cragmorton.

Turns 5 and 6

The action begins to hot up as Aethelstan ambushes his elvish counterpart, an action guaranteed to bring about swift retaliation. Gregor's elation is short lived, however, as he is diced by the occupant of the next ruin. The second Dwarvish zouaves launch another unsuccessful assault on Cragmorton. No-one seems impressed when I suggest that the program might be malfunctioning. Things begin to look up, though, when Ramjet is joined by a dragon who takes Needleton for me. Ian is looking more and more dangerous as he takes another two cities and recovers the Crimson Banner. Roger is joined by a ghost and now controls all five cities within his mountain fastness.

Turns 7 and 8

Gregor's expansion is curtailed by the elves capture of one of his cities, forcing him to start thinking about garrisons. I take my third city, ho-hum. Ian takes Jessarton and Zhoran bringing him into direct contact with the dwarves but twice fails to capture Cragmorton, so much for Vicksburg being the Gibraltar of the west! Roger takes his first city south of the mountains.

Turns 9 and 10

Cragmorton has been taken by the Horse Lords so I try once again to capture it. Some things are not meant to be and as the shattered bodies of the Chasseurs of the Guard (minimum height requirement 4'6") are carried from the field Gregor suggests I take along some milk crates for the next attack to help me get over the walls. My hero, meanwhile, visits the seer of the river receiving a vast sum of money for his trouble. Ian takes another two cities and wonders why the other players all hate him. Roger captures Dethal and Paynor bringing him into contact with the Orcs of Kor.

Turns 11 and 12

Gregor takes another two cities but is discomforted by the elvish capture of Ohmsmouth in his rear. My new found wealth attracts a second hero, the redoubtable Daffy Duck with a dragon. The Orcs declare war on the Sirians while the Elves and the Horse Lords both declare war on Ian's Selentines.

Warlords is now available for IBM, Macintosh and Amiga.

The situation at the end of Turn 11. Keating and Trout are emerging as the early danger men.

Roger suggests that "at least they know who's winning". Killer Keating shows no mercy to the Orcs as their first city falls to Lord Bane. At the end of turn 12 the Storm Giants have nine cities, the Dwarves only five, the Selentines a very dangerous 13 and Lord Bane a quiet but significant 12.

Turns 13, 14 and 15

After five turns of attempting to persuade me to attack Lord Bane (and thus allowing him to become the unopposed leader) Ian shows his true colours by attacking my capital saying "I had to do it". When public opinion sways against him for this act of blatant aggression he puts on his best innocent schoolboy expression and pleads "but I'm not the enemy". Everyone is disgusted when I get my third hero, Sir Douglas Haig and Roger, his second, Killer 2.

Turns 16, 17 and 18

Gregor introduces Illuria to the concept of human wave tactics as he loses an 8 stack unsuccessfully attacking one elven city and the better part of two stacks capturing another. I begin to become quite unpopular as I get my fourth hero, Ook the Ape Boy and Ian and I begin two races, one to take out the Horse Lords and another to colonise Wizard's Isle with our flying armies. Roger captures another heavily defended Orcish city. For some unexplained reason they don't especially dislike him for this. Accusations of "cheating" and "secret control keys" fly thick and fast.

Turns 19 and 20

Gregor finally succeeds in taking the city of Ohmsmouth in his rear and looks covetously at the elven lands to the east. There are general looks of disbelief when I get my fifth hero which, in all fairness I feel constrained to call Dumb Luck. All I need now are some armies. Sir Douglas Haig in charge of an "A" stack takes Maridun and Dunethel from the Horse Lords but loses a dragon in the process.

Ian finally gets his second hero whom he christens Napoleon II. Obviously feeling that this development requires him to lift his game, Napoleon I assaults Maridun. He has +3 in command. Unluckily for him the city is defended by Daffy Duck who has just been blessed and has +4 in command.

Pierre sat dejected, adjusting the strap on his helmet and wondering for the 100th time what the mystic words "Made in Taiwan" really meant. Any minute now the cry of Vive L'Empereur would echo across the battlefield and he would be expected to jump up and run to the wall where men would throw boiling oil on his head. Maybe this time he would get to climb up the ladder and leap spectacularly into the moat as someone pushed it away from the wall. Pierre wished he had stayed at home and become an accountant like mother wanted.

After the death of Napoleon Ian became quite dejected and suggested that it was all Roger's fault. Ian's Pegasus, however reached the Island before my Dragon and took a city.

Turns 21, 22 and 23

After losing his first hero on turn 6, Gregor has had to wait till now to get another, aptly christened Sir Later. Despite getting to the Island second I defeat Ian's Pegasus. In a fit of picque Ian moves vast armies towards my forces in Maridun. I respond by sending a dragon on a lightning raid deep into Ian's territory. I lose. He laughs. He also takes Dhar-Khosis, his foothold in the south.

Meanwhile Lord Bane's evil forces capture the last of the Orcish cities north of the river. Ian is getting desperate, "I don't believe it," he says "you've let Keats win again". Things indeed look ominous as Roger leans over and whispers "Gregor, I'll come across and get you, Ah! Ah!, I mean help you." Oh yes!

Current score-Storm Giants (Gregor)-12 cities, Grey Dwarves (Steve)-8 cities, Selentines (Ian)-16 cities, Lord Bane (Roger)-18 cities

Turns 24, 25 and 26

Day 2 of this epic struggle commences with Roger and Gregor conceding defeat and turning their forces over to computer control. Sources close to Roger claim he was emotionally drained by the contest and unable to continue. The editorial team, possessing the stamina common to all the great generals of history are determined to

Turn 23. All four human players in solid positions ready to utterly destroy the hapless computer.

press on regardless, victory at all costs, death to the inferior races of Illuria.

I have three good turns as I take the remaining two cities on the Island, get another hero, Siegfried (with a ghost), find the staff of might and fight off Ian's first attack on Maridun. Ian loses Dhar-Khosis to the Sirians but gets another hero imaginatively named Napoleon III. Ian builds a tower next to Maridun and sits down to starve me out.

Turns 27, 28 and 29

Gregor and the elves trade cities at a mutually destructive cost in men. Meanwhile I take the Horse Lords last two cities, Fleymark and Derridon but fail to dislodge Ian's besiegers at Maridun. The Orcs pitch into Roger with an "A" stack and appear unstoppable. This does not, however, stop Lord Bane from taking Illnyr.

Turns 30 and 31

Ian's huge army begins to mass on my borders and international relations are not helped when some of my jumpy border guards accidentally spear one of Ian's lightly guarded heroes. A huge battle erupts between Lord Bane and the Orcs, the latter taking Illnyr and Herzag which is promptly retaken. Roger's commitment to his southern front allows me to take Minbourne in the north.

Current score-Storm Giants-12 cities, Grey Dwarves-13 cities, Selentines-15 cities, Lord Bane-16 cities

Turns 32, 33, 34 and 35

I take Tirfing from Lord Bane who appears more concerned when an elvish hero/dragon take Deserton. Ian and the elves take one and three Storm Giant cities respectively in an unprecedented blitzkrieg. The Storm Giants are now reduced to four cities! Ian gets two more heroes, you guessed it Napoleon IV and V. Ian has mobilised his navy to attack the Storm Giants while I begin moving my quicker units south towards Illnyr.

Turns 36, 37 and 38

Lord Bane has massed a stack in Zaigonne which he uses to retake Deserton from the Elves. This, however, allows me to take Zaigonne, though I go on to lose Siegfried attacking Deserton. The elvish hero moves west across the river into my territory looking for a ripe city to take.

In the south, Lord Bane and the Sirians have been squeezing the Orcs between them and finally, in a turn that sees their last city, Illnyr, change hands twice, the Orcs are wiped out. Ian attacks Maridun and loses an 8 stack of traitorous dwarves. He now decides to bypass the city. Finally the Sirians declare war on Ian and Lord Bane declares war on me.

Turns 39 and 40

In a lightning raid I sally forth from Maridun and kill Napoleon II along with two 8 stacks of Ian's. His remaining men in the area take Dunethel, Ian saying "I'm not sure who's city this is". He immediately raises the defences to 9, thus making it almost impregnable. The elvish hero adrift in the north captures Tal just as I get another hero, Gustavus, with two devils just down the road at Pareth. Ian's fleet takes Ohmsmouth from the Storm Giants and he bushwhacks a Sirian hero foolish enough to be by himself. Ian also takes Vernon from the Sirians, though not before losing Napoleon IV, a victim of mismanagement as he is sent to attack the city single handed. I take Deserton from Lord Bane but already large forces are moving up to retake it.

Turns 41 and 42

I retake Tal from the elves with my new hero, Ian retakes Dhar-Khosis from the Sirians and Lord Bane retakes Deserton from me. In moving forces to the north, Lord Bane has left his southern cities vulnerable and I take Illnyr and, my first city inside Bane's mountain stronghold, Argrond. The Sirians launch an immediate counterattack at Dhar-Khosis and recapture it killing Napoleon V. The Elvish onslaught against the Storm Giants has run out of puff as they lose three cities.

Current score-Storm Giants-7 cities, Grey Dwarves-16 cities, Selentines-20 cities, Lord Bane-15 cities

Turns 43 and 44

My conquest of Lord Bane's territory stutters as I take Ungor and promptly lose it back. In the south, however, I move across the river into the old Orcish lands and take Herzag. Ian captures Derridon from me but is forced to beef up several of his cities in the interior when one of my "A" stacks enters his

Turn 48. The fabulous kingdom of the Grey Dwarves stretches as far as the eye (of a person with very poor eyesight) can see.

territory. As Ian's forces gather to attack the Sirians in Dhar-Khosis they raze the city and retreat to Galin.

Turns 45, 46 and 47

Ian takes Galin from the Sirians and I take Malikor, Pa-Kur and Bane Citadel from Lord Bane whose counterattacking armies are utterly destroyed. The Sirians attack Ubar taking it from Ian. As my armies advance on Derridon to wrest control of it from Ian he treacherously razes the city thus ensuring that as we end the game he has one city more than me.

At this stage we decide to call it a day and write up the replay. The final score in cities is Selentines (Ian)-20, Grey Dwarves (Steve)-19, Sirians-14, Lord Bane (Roger)-11, Elvallie-9, Storm Giants (Gregor)-4, razed-3. I prefer to look at the winning screen which clearly shows a Grey Dwarven victory. To all those who claim I'm only ahead of Ian because I have more money, what do you pay your troops, glass beads?

So who would win if we continued the game past this point? Well, even reverting to human control I can't see Roger or Gregor coming back from their current positions. The Sirians under human control could pose a threat, they aren't too far behind myself and Ian. Realistically, though, the winner would have to be either Ian or myself.

So what mistakes did the computer players make? Why were Ian and I able to overtake Lord Bane once the computer took over from Roger. These are my thoughts, bearing in mind that I didn't write the program. Roger may have other ideas.

Firstly, despite the tone of this article neither Ian or I made any real attempt to take territory from each other. Compared with Ian's attack on the Storm Giants and the Sirians and my attack on Lord Bane we really treated each other with kid gloves.

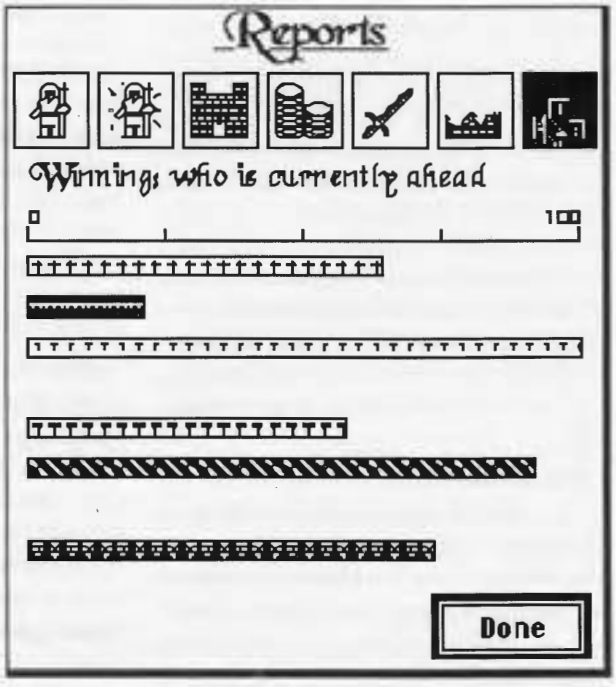
Secondly, and linked to the first point, human players defend more intelligently than the computer. The vast majority of successful computer attacks on human held cities were rapid counterattacks. A human player, if he suspects the computer may be targeting a city for capture will vector massive amounts of production into that city or beef up the cities defences.

Even if a human player is moving troops towards a computer player's city the computer will rarely vector more troops there and will sometimes even move men out of the city.

So Ian and I didn't conduct a full scale war because our defence was so good that to do so would be to conduct a brutal war of attrition and let the computer win. Essentially humans are more sneaky and more suspicious than the computer.

The computer conducts a good one front war but is vulnerable to sneak attacks and rarely launches unexpected attacks itself. The exception is where the computer has a flying hero and will often send him deep into enemy territory as the Elves did in this game.

Continued on p. 50



The Victory screenat the End of Turn 48
Glorious victory to your humble editor and overwhelming proof that short is better.

THE BATTLE OF SAIPAN

Beginning of the End

June-July 1944

A scenario for the Battlefront Game System

by Ian Trout, Roger Keating and Stephen Hand

By June 1944 the Japanese in the Pacific had been pushed back to their inner defences. The arc of the Philippines and the Marianas provided a series of mutually supporting air bases, preventing the movement of carriers close enough to attack the Japanese homeland. These base were, however, a two-edged sword. Their capture by the Americans would allow land based bombing of Japan. Add to that the fact that the Marianas had a substantial Japanese population and the scene was set for one of the bloodiest confrontations of the entire Pacific War.

With the exception of Guam, the Marianas Islands had been Japanese possessions since they seized them from Germany in 1914. By the outbreak of war the Japanese immigrant population outnumbered the natives. Saipan, and its neighbour Tinian, were the key points of the Marianas. The islands were important supply bases and with two airfields apiece a large proportion of the planes defending the Marianas were based on either Saipan or Tinian.

Any attack on Saipan had to come from the west, the east coast being dominated by cliffs with jungle coming right down to the water in many cases. The west coast was cultivated and offered long flat beaches backed by fields, the perfect area to land a large force. It also offered near perfect fields of fire for any Japanese guns on the mountains up the centre of the island.

The Japanese completely misread the American island hopping strategy and expected attacks on several intervening islands before the Marianas. Consequently the process of fortifying Saipan was only partially complete by the time the Americans landed. The force defending Saipan was jointly commanded by Vice Admiral Nagumo, of Pearl Harbour and Midway fame, and by Lieut. Gen. Saito. To defend the island the Japanese had two divisions, one, the 43rd, a regular army division and the other a scratch division consisting of militia and individual battalions from several army divisions. The Japanese force totalled approximately 22 000 men.

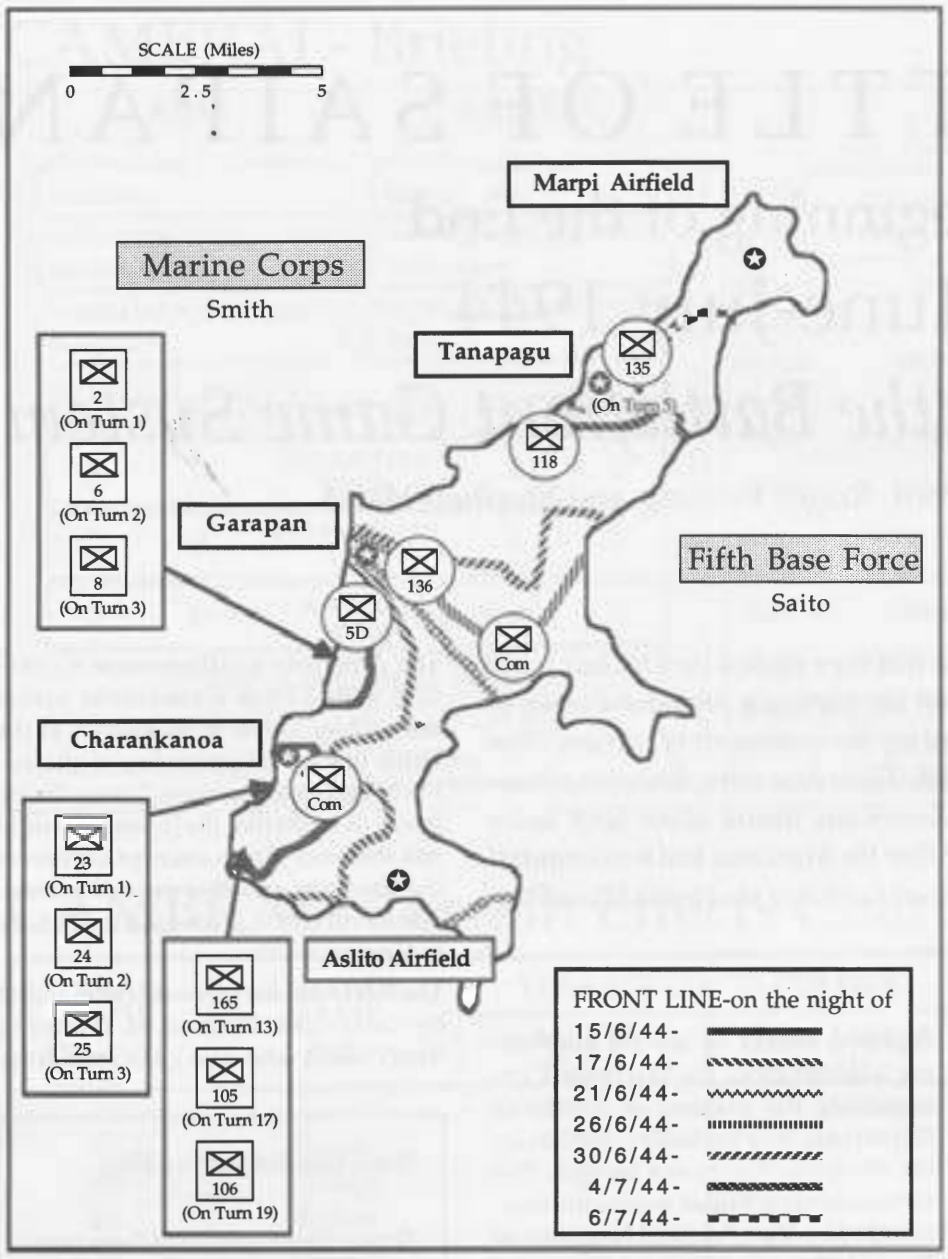
The sole plan for defeating an American invasion consisted of rapidly counterattacking any landing force. No provision was made for a drawn out defence, the only factor in favour of the Japanese should they fail to quickly defeat a landing was the fighting qualities of the individual soldier.

The American landings were to coincide with a large scale carrier operation, which came to be known as the Battle of the Philippine Sea or alternatively the Great Marianas Turkey Shoot. It was thought that the Japanese would risk their navy in an attempt to prevent the landings and this proved correct. The naval battle is covered more fully in *Carriers at War*.

The land operations were commanded by Lieut. Gen. Holland M. (Howling Mad) Smith who was given one army

Read This Before You Play

Those of you who have been playing SSG games since you were young fellas will recognise this as one of the original "Battlefront" scenarios released for the Apple II and the C64 all those years ago. They were good scenarios then and they still are which is why we have chosen to bring "Saipan" out of mothballs and upgrade it to the IBM, Mac and Amiga formats. Tell us what you think, if we get a favourable response to "Saipan" we may drag other old scenarios out of Roger's C64. On the short list at the moment are Bastogne, Crete, Stalingrad, Arnhem and a whole host of others.



Situation Map for the Saipan Scenario

and two marine divisions to take the Island. The plan was simple. The 2nd and 4th Marines would land north and south of Charankanoa on the 15th of June. The 4th Marines would secure the south of the island while the 2nd pushed north towards Marpi Field. The 27th Infantry Division, ultimately to become the garrison of Saipan was to be landed as soon as the marines had secured the beaches.

On the afternoon of the 11th of June a surprise air strike destroyed 150 Japanese planes, many of them on the ground. This gave the Americans total air superiority, or as one Japanese NCO wrote while under bombardment "The enemy holds us in utter contempt. If only we had a hundred planes or so". Air strikes continued until the 15th and were aided by shore bombardment from the ships of task force 58.

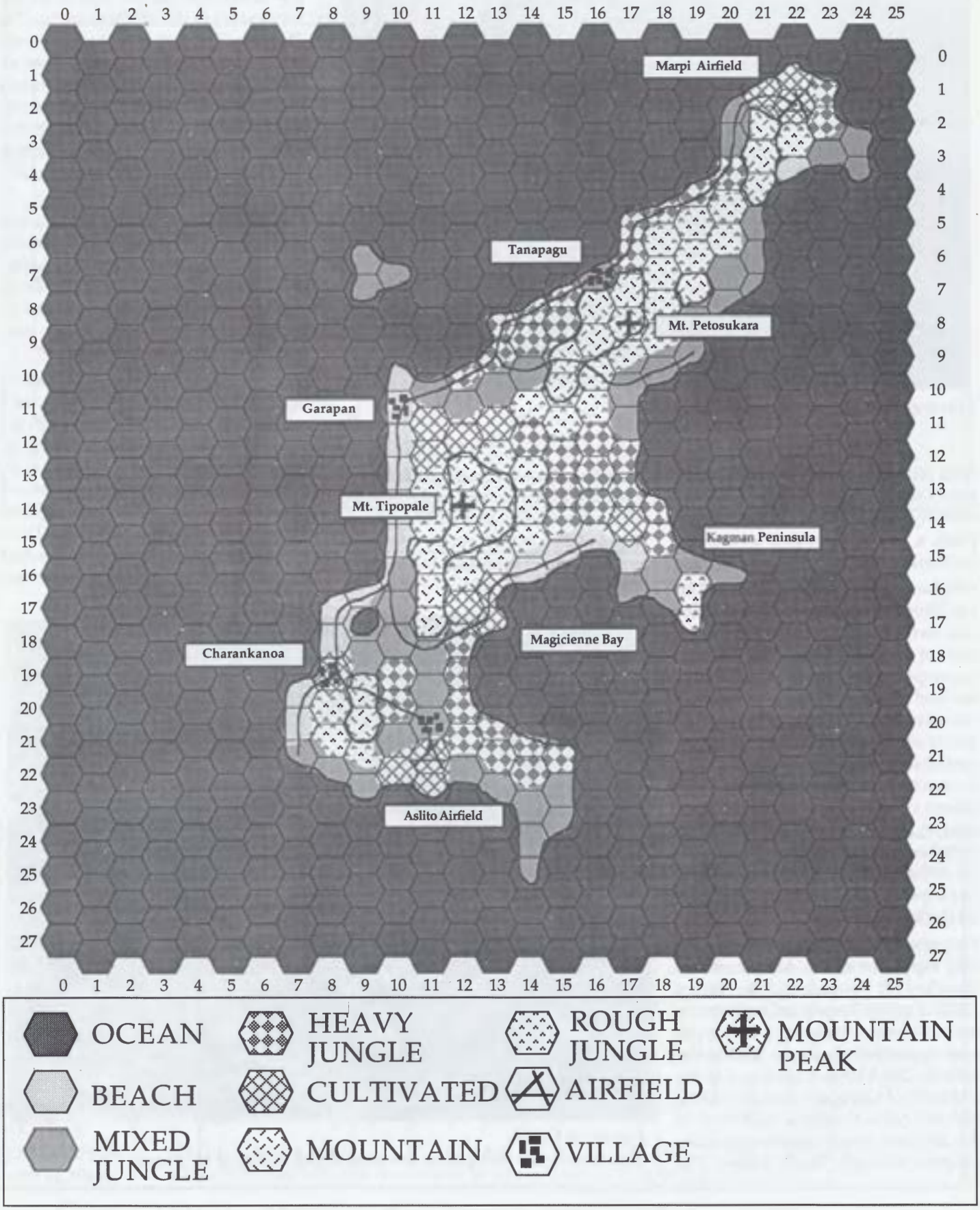
At 8.40 AM on the 15th of June the first wave of landing craft went ashore. Fighting during the day was confused and individual units took heavy casualties from artillery fire and tanks. By nightfall, however, the two marine divisions were ashore, along a 10 000 yard front some 1500 yards deep. During the night the Japanese, as expected, launched a series of counterattacks. These were not well coordinated and merely resulted in heavy Japanese casualties. One Japanese tactic worthy of note was their use of a group of civilians to shield their advance. The marines held their fire and could have been overrun were it not for a ruthless marine lieutenant who called in an artillery strike on the attack.

On the morning of the second day the marines commenced a slow push landward while their artillery support began landing behind them. During the night the first unit of the 27th Division came ashore and at 3.30 AM the Japanese launched a concerted counterattack on units of 2nd Division which included the committal of 44 tanks. After some initial success the attack was stopped by bazooka, artillery and naval gunfire.

By the dawn of 17th June the 4th Marine Division had made significant progress against the weaker resistance in the south while the 2nd Division had barely added to its gains of 15th June. The 2nd, however, had planned an attack for 7.30 AM on the 17th. Coming as it did on the heels of the repulsed Japanese tank attack this pre-planned assault suddenly became a counterattack. The attack met with success all along the line and resulted in the 2nd Marines more than doubling the size of their beachhead. On the 4th Marines front the resistance was light and steady progress was made to the outskirts of Aslito Airfield.

The fourth day of the battle for Saipan was another day of slow progress for the 2nd Marine Division. As the 4th Division pushed east against slackening opposition the 2nd began to swing to the north, pivoting on their left flank. By nightfall on the 18th, elements of the 4th Marine Division had reached the east coast at Magicienne Bay splitting the Japanese force in two. Also on the 18th the Division captured Aslito Airfield, a major prize. The Japanese had

SAIPAN - Map


Marpi Airfield
Tanapagu
Mt. Petosukara
Garapan
Mt. Tipopale
Kagman Peninsula
Magicienne Bay
Charankanoa
Aslito Airfield
OCEAN
BEACH
MIXED JUNGLE
HEAVY JUNGLE
CULTIVATED
MOUNTAIN
ROUGH JUNGLE
AIRFIELD
VILLAGE
MOUNTAIN PEAK

Marines advancing through Garapan

been unable to destroy any of the airfield's assets and among materiel captured by the Americans was an oxygen plant, a power plant and a reservoir containing a million gallons of fuel.

19th June saw all units of the 4th Marine Division reach the east coast. They now swung north to fall into line on the right of the 2nd Division. The remaining mopping up in the south was left to the lead elements of the 27th Infantry Division. By the evening of the 21st the remaining Japanese defenders in the south had been pushed back to Nafutan Point where they were placed under an almost constant bombardment from land and sea. One battalion was left to clear Nafutan Point while the remainder of the 27th Division moved north to participate in the slow grinding push up the Island.

Progress up to the 22nd was reasonably rapid but as the Americans approached Mt Tipopale and the rugged series of gullies known as Death Valley they ran into increasingly stiff Japanese opposition. From the 23rd to the 26th the 2nd Marines advanced to the outskirts of Garapan. The 27th Division lost contact with the right flank of the 2nd and made agonisingly slow progress through Death Valley. The greatest gains were made on the American right where the 4th Marines pushed along the north coast of Magicienne Bay and then fanned out to capture the entire Kagman Peninsula and threaten the Japanese left flank.

The weak link in the American advances was in the centre with the 27th Division. The fact that they were the least experienced troops and were attacking over the worst terrain did not impress General Smith who promptly relieved the Divisional commander (another General Smith) and replaced him with General Jarman, a more aggressive commander.

The troublesome pocket of Japanese defenders on Nafutan Point refused to give up during this period of the battle. What's more, they launched a breakout on the night of 26th June which luckily for the Americans was quickly contained by reserve marine units.

Stubborn Japanese defence on the 27th and 28th prevented what began as a promising turning operation from being a complete success. Pivoting on their left flank, the Americans attempted to roll up the Japanese left and push them into the sea around Tanapagu. While the 4th Marine Division on the outside of the turn attacked into a vacuum the troops nearer the

Japanese Dead
This trench was thought secure until it was enfiladed by a tank

west coast failed to keep pace. By night on the 27th of June the men of the 4th had reached their objective line but by the same time on the 28th they were still way ahead of the troops on their left. The one bright spot for the Americans on the 28th was the final clearing of Nafutan Point in the south.

The last two days of June were taken up in an attempt to straighten the line, an attempt by the 27th and 2nd Marine Divisions to come level with the overextended 4th Marines. Progress was again slow and looked to continue that way into early July. On July 1, however, Japanese units were seen to be pulling back in front of the 27th Division. At first the pursuit was tentative, no one wanted to be the first to walk into a prepared defensive position. Then on July 2nd withdrawals were observed all along the line. The advance began in earnest.

Why the Japanese withdrew is not known; it is surmised that they feared being pocketed by the rapid advance of the 4th Marines. Had General Smith been more willing to allow a gap between divisions this is what he might have achieved. On the 1st of July patrols by marines of 4th Division penetrated up to 1500 yards in front of their lines without any contact. But Smith preferred the cautious approach of keeping all his units in contact with one another.

As it was, the left flank began advancing faster than the right, although progress was rapid all along the line. By dark on the 4th of July the 2nd Marine Division had advanced to the north coast and found itself pinched out of the fight. Rapid progress was also the order of the day in the centre where the 27th Division almost reached Tanapagu. Pushing due north, rather than northeast up the axis of the island, the 4th Marines found themselves taking over almost three quarters of the American frontage.

Before further advances could be made, the 27th Division had to take over a portion of the 4th Marines' frontage.

King Kong
American tanks proved invaluable on Saipan. The few Japanese tanks to see action were hopelessly outclassed

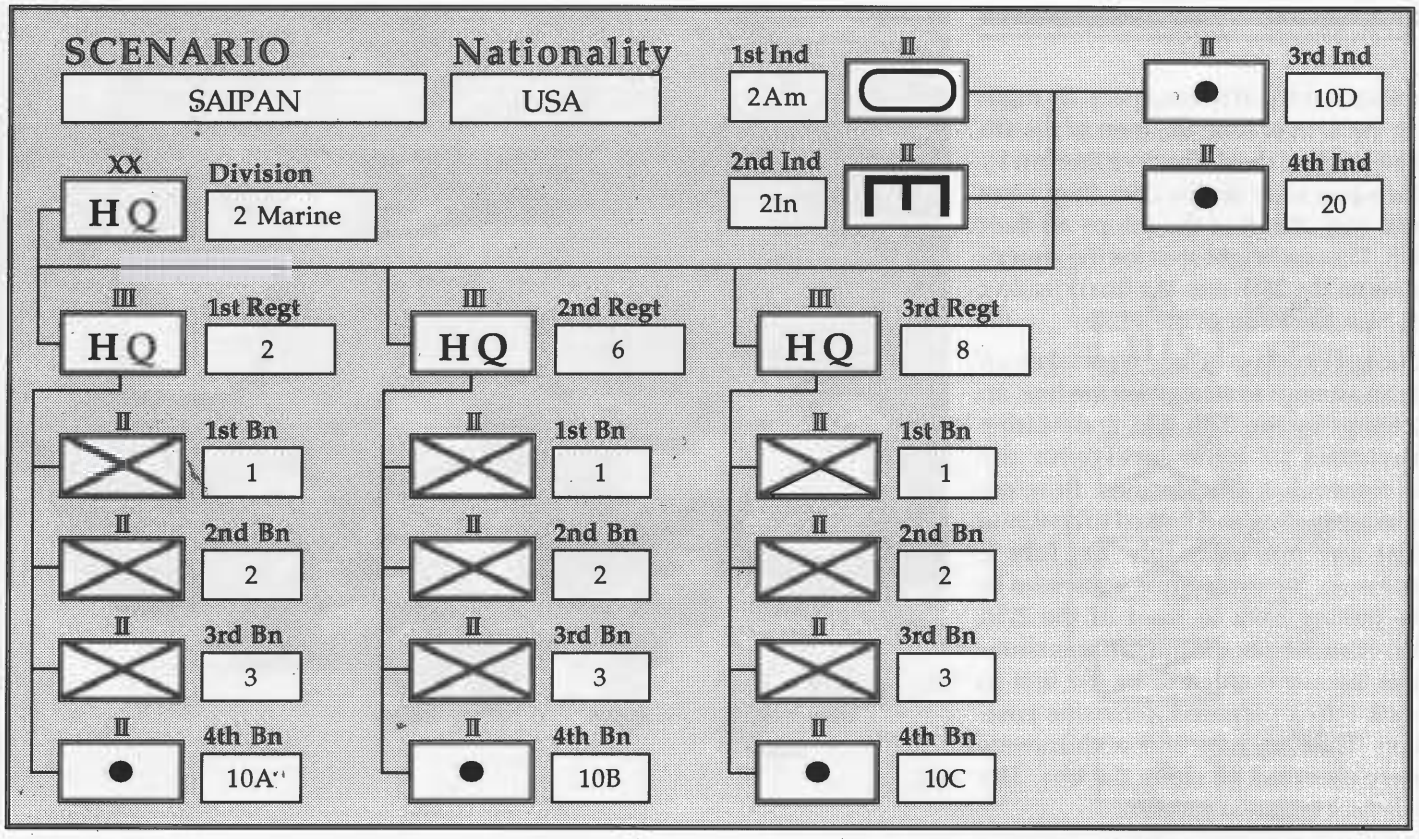
The 2nd Marines were kept in reserve. The remaining Japanese were low on food and water and in many cases had little or no remaining ammunition. Despite this it was not in their psyche to think of surrender.

The assault was renewed at noon on July 5th. Tanapagu and the area in front of 27th Division was heavily defended and apart from the village little else was taken on the 5th or the 6th. In front of 4th Division things were completely different and as resistance collapsed an advance of some 3000 yards was made on the 5th and 6th, capturing the summit of Mt Petosukara.

As his forces crumbled around him General Saito gave his last order. Rather than defend doggedly to the north tip of the island he decided to throw his last units into one final "banzai" charge. Having given the order, Saito calmly committed suicide.

The charge was directed towards Tanapagu across the coastal plain. At 4.45 AM on the 7th of July approximately 2000 Japanese soldiers crashed into the American line. Despite horrendous Japanese casualties the forward positions of the 105th Regiment were overrun and the attack was only halted amidst savage hand-to-hand fighting in the Regiment's rear areas. The 1st and 2nd battalions of the 105th lost 650 men on the 7th of July and effectively ceased to exist. Another banzai attack was made the following night but had little effect, approximately 1000 Japanese being killed in exchange for negligible losses to the defenders.

By the morning of the 8th of July the extent of the slaughter had become apparent. Although a significant mopping up operation was yet to be carried out, the suicidal attacks had resulted in the destruction of all remaining Japa-

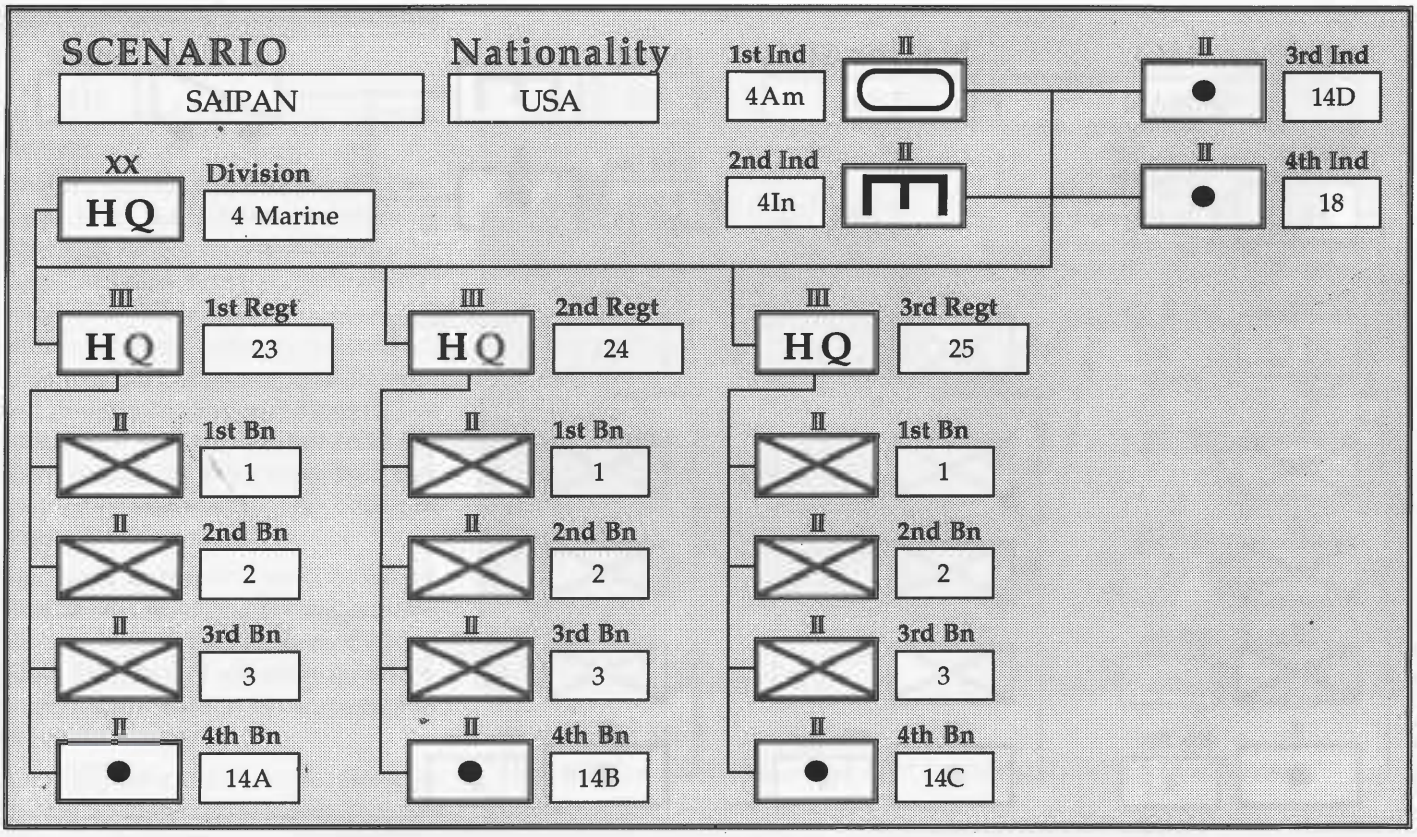


HEADQUARTERS DATA

FORMATION	HQ	XX HQ	1/RHQ	2/RHQ	3/RHQ	4/RHQ
HQ I.D.	[8]	2XX	2	6	8	
UNIT TYPE	[8]	Marine	Marine	Marine	Marine	
HQ ADMIN	0-7	6	5	5	5	
LEADERSHIP	0-7	5	6	4	5	
HQ SUPPLY	0-7	7	7	7	7	
BRITTLE	0-1	0	0	0	0	
MOVEMENT	0-31	12	N/A	N/A	N/A	
ARRIVAL	0-99	1	N/A	N/A	N/A	
LOCATION	(x,y)	9,16	N/A	N/A	N/A	

BATTALION DATA

FORMATION	II/III	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	1	2	3	10A	1	2	3	10B	1	2	3	10C					2A	2	10D	20
LOCATION	(x,y)	9,13	9,14	9,15	9,15	9,13	9,14	9,13	9,14	9,13	9,13	9,14	9,15					9,14	9,14	9,15	9,14
CLASS	0-13	0	0	0	13	0	0	0	13	0	0	0	13					11	7	13	13
MODE	0-3	3	3	3	3	3	3	3	3	3	3	3	3					3	3	3	3
EQUIPM'T	0-31	1	1	1	4	1	1	1	4	1	1	1	4					7	13	5	6
MOVEMENT	0-31	8	8	8	12	8	8	8	12	8	8	8	12					12	8	12	12
ARRIVAL	0-99	1	1	1	2	2	2	3	3	3	5	5	5					2	1	3	5
MAX STREN.	0-15	12	12	12	4	12	12	12	4	12	12	12	4					12	12	8	8
INIT. STREN.	0-15	12	12	12	4	12	12	12	4	12	12	12	4					12	12	8	8
RATING	0-15	8	8	8	8	8	8	8	8	8	8	8	8					10	10	10	12
RANGE	0-15	0	0	0	7	0	0	0	7	0	0	0	7					1	0	10	15
FATIGUE	0-7	7	7	7	7	7	7	7	7	7	7	7	7					7	7	7	7
EXPERIENCE	0-7	6	6	6	6	6	6	6	6	6	6	6	6					6	6	6	6
ATTACHM'T	0-4	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A					1	1	1	1

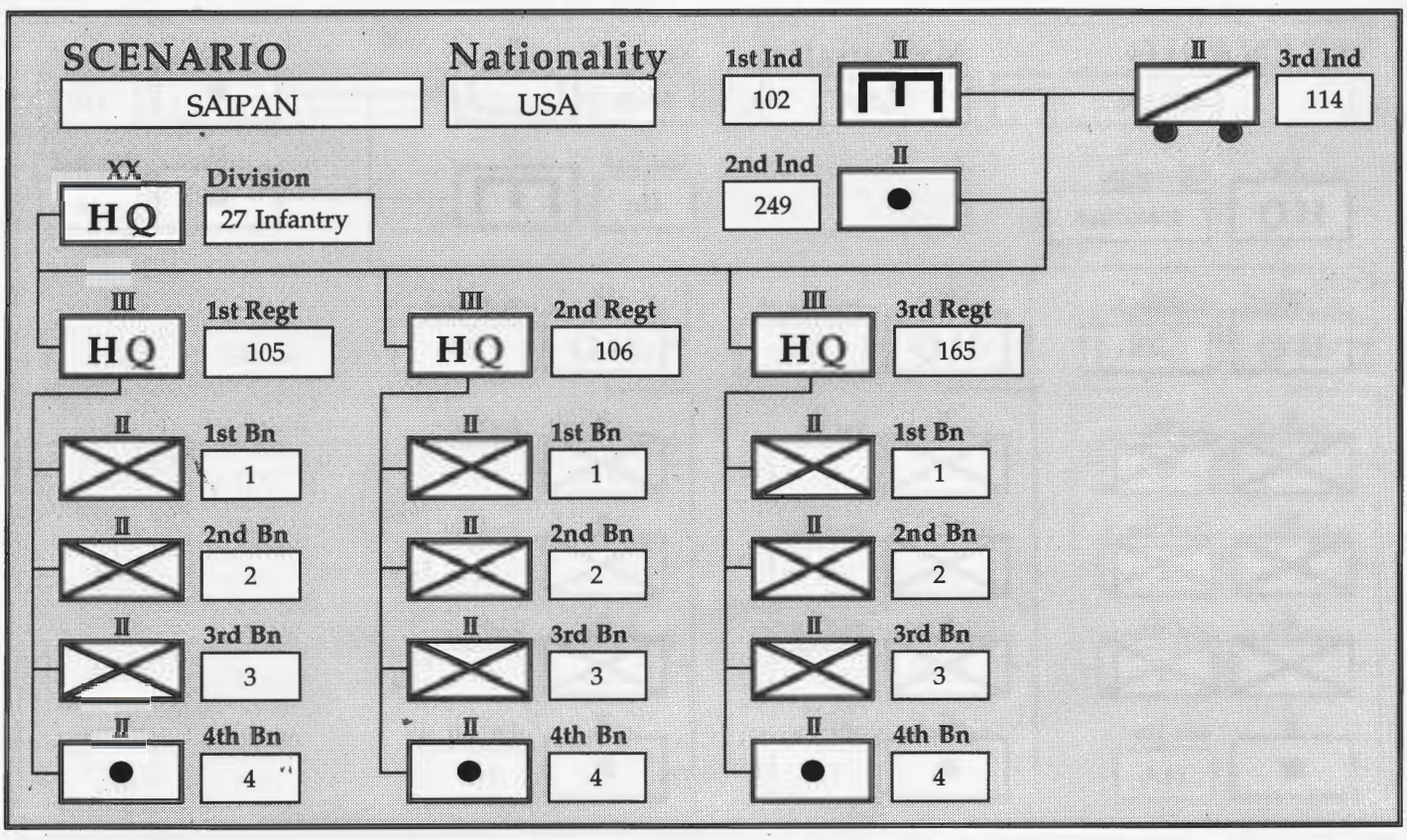


HEADQUARTERS DATA

FORMATION	HQ	XX HQ	1/RHQ	2/RHQ	3/RHQ	4/RHQ
HQ I.D.	[8]	4XX	23	24	25	
UNIT TYPE	[8]	Marine	Marine	Marine	Marine	
HQ ADMIN	0-7	5	4	4	4	
LEADERSHIP	0-7	5	4	4	5	
HQ SUPPLY	0-7	7	7	7	7	
BRITTLE	0-1	0	0	0	0	
MOVEMENT	0-31	12	N/A	N/A	N/A	
ARRIVAL	0-99	1	N/A	N/A	N/A	
LOCATION	(x,y)	8,17	N/A	N/A	N/A	

BATTALION DATA

FORMATION	II/III	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	1	2	3	14A	1	2	3	14B	1	2	3	14C					4Am	4In	14D	18
LOCATION	(x,y)	7,16	7,17	6,19	7,18	6,20	7,17	6,19	7,18	6,20	7,17	6,19	7,18					7,18	6,19	7,18	7,17
CLASS	0-13	0	0	0	13	0	0	0	13	0	0	0	13					11	7	13	13
MODE	0-3	3	3	3	3	3	3	3	3	3	3	3	3					3	3	3	3
EQUIPM'T	0-31	1	1	1	4	1	1	1	4	1	1	1	4					7	13	5	6
MOVEMENT	0-31	8	8	8	12	8	8	8	12	8	8	8	12					12	8	12	12
ARRIVAL	0-99	1	1	1	1	2	2	2	2	3	3	3	3					2	1	3	5
MAX STREN.	0-15	12	12	12	4	12	12	12	4	12	12	12	4					12	12	8	8
INIT. STREN.	0-15	12	12	12	4	12	12	12	4	12	12	12	4					12	12	8	8
RATING	0-15	8	8	8	8	8	8	8	8	8	8	8	8					10	10	10	12
RANGE	0-15	0	0	0	7	0	0	0	7	0	0	0	7					1	0	10	15
FATIGUE	0-7	7	7	7	7	7	7	7	7	7	7	7	7					7	7	7	7
EXPERIENCE	0-7	5	5	5	5	5	5	5	5	5	5	5	5					6	6	6	6
ATTACHM'T	0-4	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A					2	1	1	2

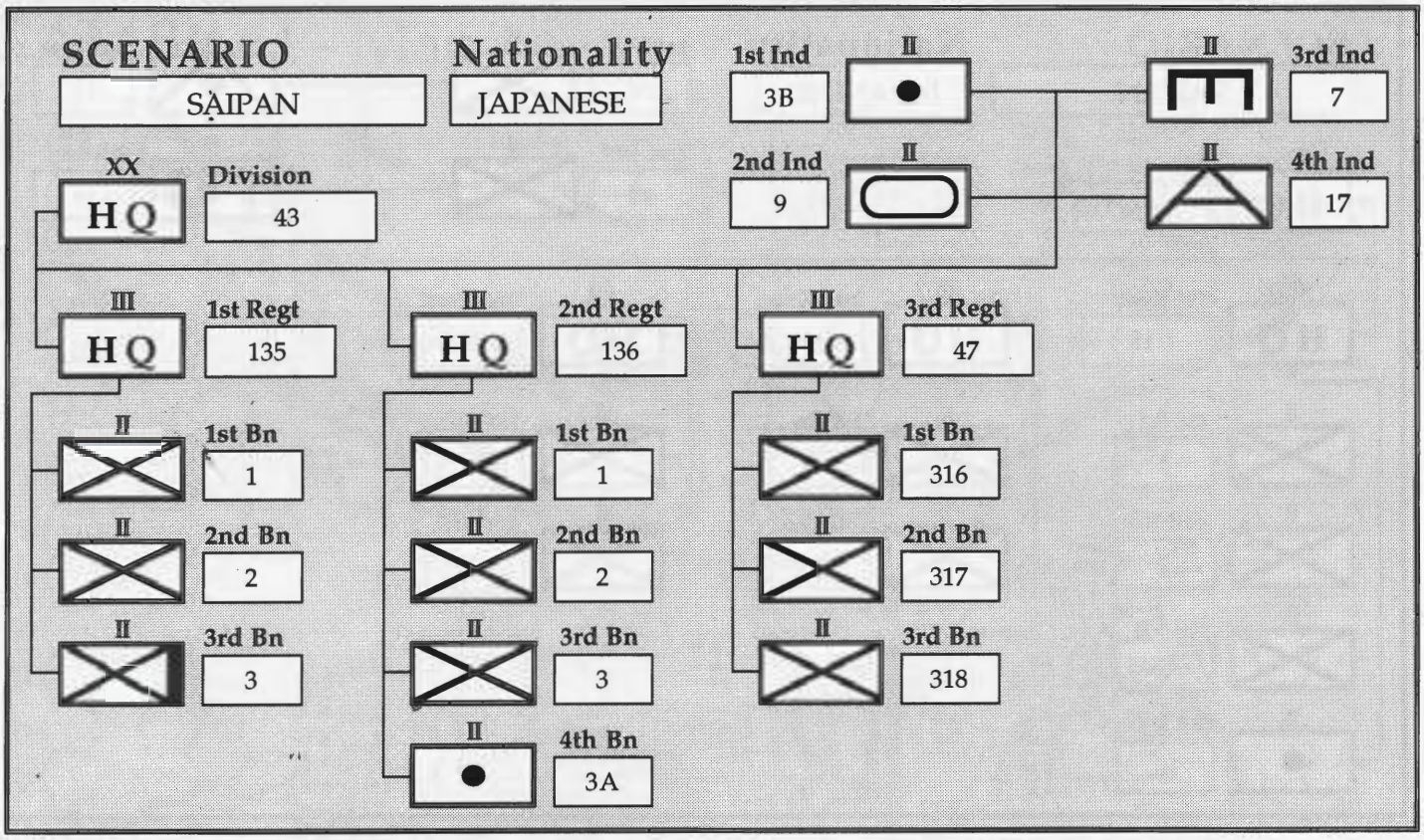


HEADQUARTERS DATA

FORMATION	HQ	XX HQ	1/RHQ	2/RHQ	3/RHQ	4/RHQ
HQ I.D.	[8]	27XX	105	106	165	
UNIT TYPE	[8]	Infantry	Infantry	Infantry	Infantry	
HQ ADMIN	0-7	5	4	4	4	
LEADERSHIP	0-7	4	3	4	2	
HQ SUPPLY	0-7	7	7	7	7	
BRITTLE	0-1	0	0	0	0	
MOVEMENT	0-31	12	N/A	N/A	N/A	
ARRIVAL	0-99	15	N/A	N/A	N/A	
LOCATION	(x,y)	6,20	N/A	N/A	N/A	

BATTALION DATA

FORMATION	II/III	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	1	2	3	4	1	2	3	4	1	2	3	4					102	249	114	
LOCATION	(x,y)	6,20	6,21	6,21	6,20	6,20	6,21	6,21	6,20	6,20	6,21	6,21	6,20					6,21	6,21	6,20	
CLASS	0-13	0	0	0	13	0	0	0	13	0	0	0	13					7	13	6	
MODE	0-3	3	3	3	3	3	3	3	3	3	3	3	3					3	3	3	
EQUIPM'T	0-31	1	1	1	5	1	1	1	5	1	1	1	5					13	6	19	
MOVEMENT	0-31	8	8	8	12	8	8	8	12	8	8	8	12					8	12	6	
ARRIVAL	0-99	17	17	17	17	19	19	19	19	13	13	13	13					21	21	21	
MAX STREN.	0-15	12	12	12	4	12	12	12	4	12	12	12	4					12	4	9	
INIT. STREN.	0-15	12	12	12	4	12	12	12	4	12	12	12	4					12	4	9	
RATING	0-15	6	6	6	10	6	6	6	10	6	6	6	10					10	12	8	
RANGE	0-15	0	0	0	10	0	0	0	10	0	0	0	10					0	15	0	
FATIGUE	0-7	7	7	7	7	7	7	7	7	7	7	7	7					7	7	7	
EXPERIENCE	0-7	3	3	3	3	3	3	3	3	3	3	3	3					5	4	4	
ATTACHM'T	0-4	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A					1	2	2	

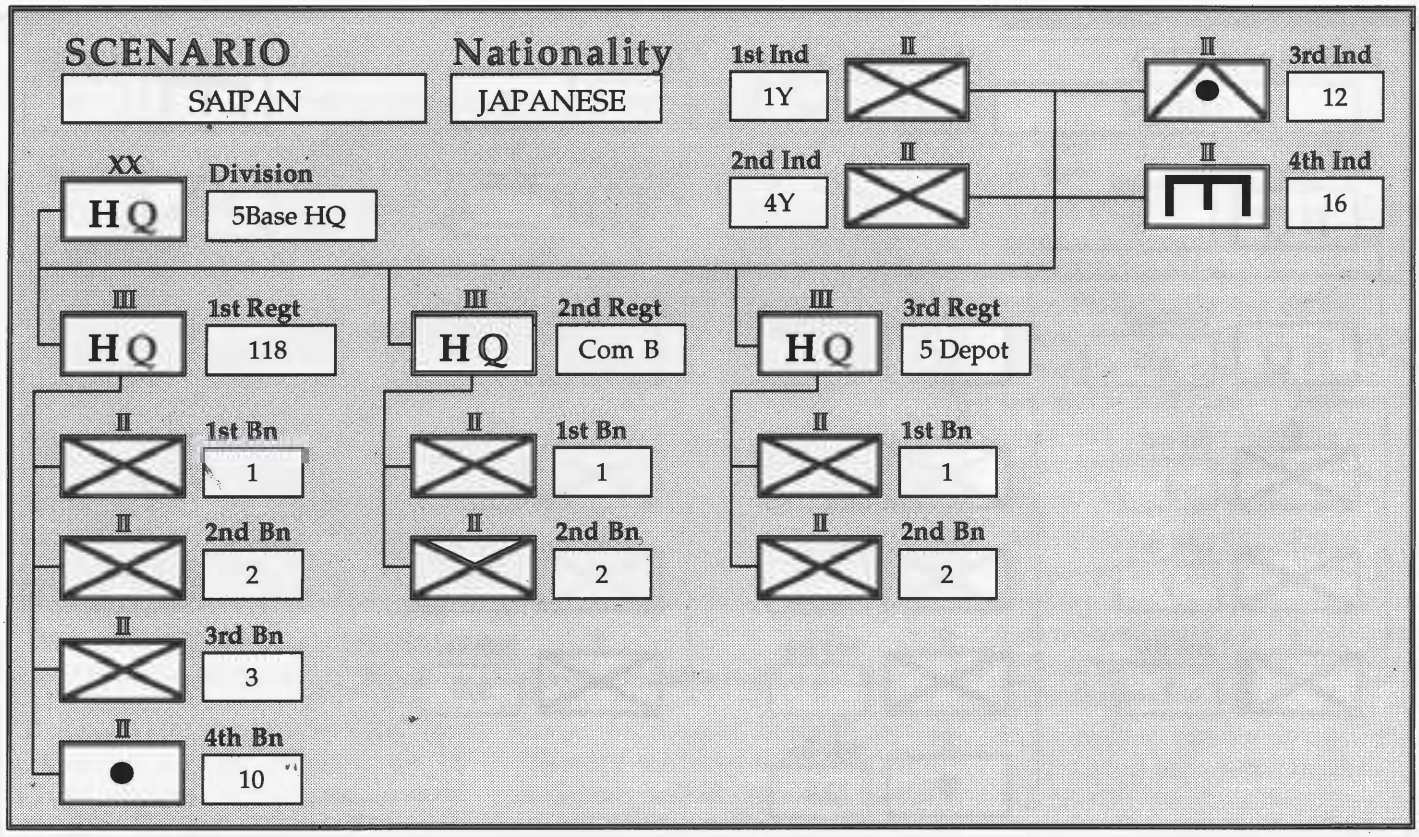


HEADQUARTERS DATA

FORMATION	HQ	XX HQ	1/RHQ	2/RHQ	3/RHQ	4/RHQ
HQ I.D.	[8]	43XX	135	136	47	
UNIT TYPE	[8]	Infantry	Infantry	Infantry	Infantry	
HQ ADMIN	0-7	3	3	3	2	
LEADERSHIP	0-7	6	5	6	4	
HQ SUPPLY	0-7	3	5	5	4	
BRITTLE	0-1	0	0	0	0	
MOVEMENT	0-31	9	N/A	N/A	N/A	
ARRIVAL	0-99	0	N/A	N/A	N/A	
LOCATION	(x,y)	12,10	N/A	N/A	N/A	

BATTALION DATA

FORMATION	II/III	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	1	2	3		1	2	3	3A	316	317	318						3B	9	7	17
LOCATION	(x,y)	15,7	16,7	17,6		10,12	11,13	11,11	12,11	13,14	14,15	14,14						14,12	14,10	11,15	11,10
CLASS	0-13	0	0	4		0	0	0	13	0	0	0						13	11	7	9
MODE	0-3	0	0	0		0	0	0	0	0	0	0						0	0	0	0
EQUIPM'T	0-31	1	1	10		1	1	1	11	1	1	1						12	17	16	8
MOVEMENT	0-31	8	8	8		8	8	8	6	8	8	8						6	12	8	6
ARRIVAL	0-99	3	3	3		0	0	0	0	0	0	0						0	3	0	0
MAX STREN.	0-15	12	12	6		12	12	12	4	8	7	8						6	5	9	4
INIT. STREN.	0-15	12	12	6		8	8	9	4	8	7	8						6	5	9	4
RATING	0-15	5	5	10		5	5	5	4	4	4	4						6	3	6	5
RANGE	0-15	0	0	1		0	0	0	6	0	0	0						9	1	0	1
FATIGUE	0-7	5	5	5		5	5	5	5	5	5	5						5	5	5	5
EXPERIENCE	0-7	6	6	7		6	6	6	5	5	5	5						5	5	6	4
ATTACHM'T	0-4	N/A	N/A	N/A		N/A	N/A	N/A	N/A	N/A	N/A	N/A						2	2	3	2



HEADQUARTERS DATA

FORMATION	HQ	XX HQ	1/RHQ	2/RHQ	3/RHQ	4/RHQ
HQ I.D.	[8]	5 Base HQ	118	Com B	5 Depot	
UNIT TYPE	[8]	Garrison	Infantry	Garrison	Militia	
HQ ADMIN	0-7	2	3	2	1	
LEADERSHIP	0-7	4	6	3	3	
HQ SUPPLY	0-7	3	5	3	3	
BRITTLE	0-1	0	0	0	0	
MOVEMENT	0-31	9	N/A	N/A	N/A	
ARRIVAL	0-99	7	N/A	N/A	N/A	
LOCATION	(x,y)	16,7	N/A	N/A	N/A	

BATTALION DATA

FORMATION	II/III	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	1	2	3	10	1	2			1	2							1Y	4Y	12	16
LOCATION	(x,y)	15,9	16,10	13,9	17,11	8,19	13,22			10,11	18,5							7,21	21,1	17,10	11,20
CLASS	0-13	0	0	0	13	0	0			0	0							0	0	8	7
MODE	0-3	0	0	0	0	0	0			0	0							0	0	0	0
EQUIPM'T	0-31	1	1	1	11	2	18			18	18							3	3	9	16
MOVEMENT	0-31	8	8	8	6	6	4			4	4							10	10	6	8
ARRIVAL	0-99	0	0	0	0	0	5			9	13							0	0	5	0
MAX STREN.	0-15	12	12	12	4	8	12			9	9							12	11	5	9
INIT. STREN.	0-15	9	12	7	4	8	12			9	9							12	11	5	9
RATING	0-15	5	6	5	5	4	1			2	2							6	6	5	6
RANGE	0-15	0	0	0	7	0	0			0	0							0	0	1	0
FATIGUE	0-7	5	5	5	5	5	5			5	5							5	7	6	5
EXPERIENCE	0-7	6	6	6	5	4	0			2	2							7	7	5	6
ATTACHM'T	0-4	N/A	N/A	N/A	N/A	N/A	N/A			N/A	N/A							2	1	1	2

SAIPAN - Briefing

AXIS	ALLIED
SIDE [16]: Japan	SIDE [16]: United States
CORPS [16]: 5th Base Force	CORPS [16]: Marine Corps
COMMANDER [16]: Saito	COMMANDER [16]: Smith

DAY	NIGHT	SUPPORT	DAY	NIGHT
3	0	QUANTITY (0-99)	50	12
0	0	RELIABILITY (0-3)	3	2
6	0	RATING (0-15)	12	12

AIR SUPERIORITY (0-7)

STATUS = 7
RELIABILITY = 7

STRONG ALLIED
DEPENDABLE

SCENARIO [16]: Saipan

BRIEFING [26]: The Reconquest of the Marianas June-July, 1944

(0-3)	START =	0	am
(1-31)	DATE =	15	15th JUN 1944
(1-12)	MONTH =	6	
(0-99)	YEAR =	44	
(0-20)	CENTURY =	19	
(1-16)	LENGTH =	16	
(0-3)	WEATHER =	2	LIGHT OVERCAST
(0-7)	FORECAST =	7	CLEARING
(0-7)	CLIMATE =	4	TEMPERATE
(0-31)	MECH MIN =	12	

BRITTLENESS		NIGHT CAPABLE	
(0-9)	AXIS = 00 %	(0-1)	AXIS = 1
(0-9)	ALLIED = 00 %	(0-1)	ALLIED = 0

SAIPAN - Terrain Effects Chart

TERRAIN CODE (T0-T15)	TERRAIN NAME [10]	TERRAIN COSTS PER HEX		ATTACK EFFECTS		
		MECH (0-31)	NON-MECH (0-31)	ARM (0-7)	ART (0-7)	INF (0-7)
T0	Ocean	-	-	-	-	-
T1	Cultivated	4	2	7	7	7
T2	Mix Jungle	4	2	6	5	7
T3	R'gh Jungle	6	3	5	3	6
T4	Hvy Jungle	8	4	4	3	4
T5	Mountain	12	4	4	4	4
T6	Beach	2	2	7	7	7
T7	Airfield	2	2	7	7	7
T8	Mount Peak	-	6	1	3	2
T9	-	-	-	-	-	-
T10	-	-	-	-	-	-
T11	-	-	-	-	-	-
T12	-	-	-	-	-	-
T13	-	-	-	-	-	-
T14	-	-	-	-	-	-
T15	-	-	-	-	-	-
-	ROAD	1	1	N.A.	N.A.	N.A.
-	FORT	N.A.	N.A.	4	4	4
-	CITY	N.A.	N.A.	5	5	6
-	BRIDGE	0	0	0	0	0
-	RIVER	N.A.	0	0	0	0

SAIPAN - Objectives and Miscellaneous Factors

I.D.	Name [11]	Map Loc [x,y]	Div. (0-3)	Def. (0-1)	Start (1-99)	End (1-99)	Pts/T (0-30)	Pts/E (0-255)
1(AX)	Asuto Field	11,21	0	0	1	63	5	75
2(AX)	Asurito	11,20	0	0	1	63	5	50
3(AX)	Charankanoa	8,19	0	0	1	63	20	75
4(AX)	Mt Tipopale	12,14	0	0	1	63	6	50
5(AX)	'Death Val'	16,14	0	0	9	63	3	25
6(AX)	Taboua Bay	19,9	0	0	29	63	3	25
7(AX)	Garapan	10,11	0	0	17	63	4	75
8(AX)	Tanapagu	16,7	0	0	29	63	3	50
9(AX)	Marpi Field	22,2	0	0	44	63	3	100
10(AX)								
11(AX)								
12(AX)								
1(AL)	Asuto Field	11,21	2	0	1	25	5	25
2(AL)	Asurito	11,20	0	0	1	25	5	25
3(AL)	Nafutan Pt	14,25	3	0	1	35	5	25
4(AL)	Charankanoa	8,19	0	0	1	11	5	25
5(AL)	Mt Tipopale	12,14	1	0	1	25	5	10
6(AL)	'Death Val'	16,14	1	0	1	35	5	25
7(AL)	Taboua Bay	19,9	2	0	1	40	5	25
8(AL)	Garapan	10,11	1	0	1	35	3	50
9(AL)	Mt Pet'kara	17,8	3	0	1	45	3	25
10(AL)	Tanapagu	16,7	0	0	1	47	5	25
11(AL)	Moon Bay	22,4	2	0	1	63	5	25
12(AL)	Marpi Field	22,2	1	0	1	63	5	25

ADJACENT ENEMY HEX PENALTY (AXIS/ALLIED) (0-15)

1st Hex =	0 | 1	4th Hex =	2 | 4
2nd Hex =	1 | 2	5th Hex =	3 | 5
3rd Hex =	2 | 3	6th Hex =	4 | 6

VICTORY POINTS PER STRENGTH POINT ELIM. (0-15)

	NON MECH	MECH
AXIS	1	1
ALLIED	4	2

MAP SIZE

ACROSS (0-2)	1
DOWN (0-3)	3

Equipment

0	
1	Riflemen
2	Base Unit
3	SNLF
4	75mm How
5	105mm How
6	155mm How
7	Shermans
8	37mm AT
9	Misc AA
10	81/120Mr
11	70mm Pack
12	100mm How
13	Rangers
14	Cons Unit
15	Nav Gar
16	Assault
17	Type 94s
18	Militia
19	Recon

nese units. A few individuals still waited in ambush and a significant number committed suicide. On July 9th marines captured Marpi Field and the north tip of the island. 14 000 Americans and over 22 000 Japanese had become casualties, the Battle for Saipan was over.

With the loss of Saipan the Japanese mainland was within range of land-based bombers. This and the fact that it was Japan's first prewar possession to be lost, convinced many informed Japanese that the war was as good as over. As Fleet Admiral Nagano later stated, "When we lost Saipan, Hell is on us".

CREATING THE SCENARIO

Rather than repeat the information required to create the scenario we refer you to the equivalent section in the "Cambrai" article. The Minor Combat Effects are as follows. The Fort Enhancement values are 2. The City Enhancement values are 0. The General Enhancement values are 6.

PLAYERS NOTES

Japan. For the first few days after the initial landings, the Americans will be at their most vulnerable. Use this opportunity to constrict their perimeter. The regular army division is mostly very good; the composite formation is of mixed quality. You must watch your casualties and fatigue state. There is plenty of room at the northern end of the island for resting worn out battalions.

The very rugged nature of the terrain will make American progress slow and costly once you adopt a defensive strategy. Resign yourself to losing the southern objectives eventually. You should be able to hold onto Tanapagu and Marpi Field.

United States. You have a lot of units and you need room to move. Hit the beaches hard and establish a rear area into which you can cycle tired or out of supply formations. Once you have secured your landing sites you must begin an assault along the narrow northern arm of the island. Use one regiment from each division at a time while cycling assets and air support for maximum effect. You must keep the Japanese under constant pressure. If they are given too much leeway to refit their troops, you'll never get near Marpi Field.

Flamethrower Tanks
As unpleasant as these weapons were, they saved an enormous number of American lives in attacks on places like this cave

WARLORDS REPLAY
Continued from p. 36

As the game went on I increasingly hemmed in Ian's forces until they had only two ways to go, south over the mountains or through me, either one a tough proposition. Had Ian and I been further apart things may have been different.

P.S. since writing the rest of this replay I have set all remaining players to enhanced Warlord and let the computer play out the game. Against all expectations the Elvallie won, capturing the last Dwarven city on turn 255, so much for my predictions.

EDITOR'S CHANCE
Continued from p. 3

tant decision to undertake no new development for Amiga machines will be the cancellation of Amiga subscriptions from Issue 21. Current Amiga subscribers can swap their subscription to another machine type at any time or receive a full pro-rata refund. Furthermore, Amiga (and IIGS) users may swap any magazine scenario disks they already have for another machine type at no charge.

We are very sorry that this has happened but it is beyond our control.

I guess there's just IBM and Mac left.

ONLINE UPDATE

We have been very pleased with the response to our online connections, especially on Compuserve. We've had long discussions with end users, been able to offer immediate product support and also let people know about new SSG products.

Compuserve libraries contain scenarios, most created by end users and also demo versions of our games for downloading. We log on about every two days, so response time is much quicker than sending a letter. If you're already online, why don't you drop us a line. If you're not, think about it. Apart from being worthwhile it's also great fun.

Compuserve - Strategic Studies Group - 72040, 34

Applelink - Strategic Studies Group - AUST0161

MCI Mail - Strategic Studies Group - 384-8467

Genie - SSG

LETTERS
Continued from p. 32

Long range CAP of distant taskforces or bases should have been included as in SSI's game. Obviously operating less efficiently.

Ships should be able to change from one taskforce to another when in the same hex as in SSI's game. This would mean one torpedoed ship will not slow down an otherwise fast group.

Transfer through missions even when cancelled result in an annoying transfer through on the way home, even when the distance is small.

The game is a definite improvement on the earlier version but I hoped that some of the things I have mentioned would have been included. A randomisation of start positions would have been nice but possible difficult to program.

I have been eagerly awaiting the release of the magazine scenarios for "Battlefront" in IBM format. Of special interest are Anzio, Seelowe, and Battleaxe. Of all your games I enjoy the Battlefront series best.

I agree with most of your ratings but feel you have been a little generous to the Germans and miserly to the British for some weapons.

The Matilda's thick armour defied all but the 88mm until 1941 so its rating should be a minimum of 4 (given its slow speed) not 1. The panzer II dropped form 5 to 3 (given its useless gun against other tanks). The Grant had a 75mm gun so it should be at least equal to the Crusader at 7 not 5. The German 37mm was inferior to the US 37mm and 2pdr so should rated at 3 not 5. The 2pdr should be rated at least 3 not 2 even considering its lack of HE ammunition. The 6pdr should be raised from 5 to 6 or 7 even with its lack of HE ammunition (given its ability to destroy Tigers).

It would have been nice to require divisional HQ's to get supply from a map edge to allow cutting off supply to a whole corps. This would create greater realism.

I would also like to echo Gregory Smith's comments from Run 5 issue 17. While it is interesting to find out other peoples thoughts the letters section unless the editor answers the question of suggestion raise by the writer.

I designed a scenario of the Syrian attack on the Golan Heights in 1973 but it does not work as expected after repeated alterations. The Syrians refuse to attack when they greatly outnumber the Israelis and they have been beefed up to veteran status with fair to good administration, good leadership and excellent supply, non brittle. Reinforced tank and infantry regiments refused to attack a single strength point (lookout/ fort) with inadequate weapons even when allocated high objective points await behind the front line. They are combined arms and ranges, well supported by artillery. The computer refuses to attack, only delaying and eventually getting through. I played the Syrians and inflicted an early blitzkrieg each time. The Israelis have no air power for the first couple of days (simulated by clearing rain). Israeli reinforcements arrive on day 2 and 3 and kick the Syrians back. My big question is how do I get the Syrian computer to attack????? Please advise.

I was extremely dissapointed that your improved Russia plans were buried. SSI's Second Front had great detail but took to long and had a few problems such as infantry units being able to

walk from Berlin to Moscow in a week (albeit being very tired). Please don't abandon plans for your European game nor the Warlords upgrade.

Keep up the good work and all the best for the future.

Yours faithfully

Glenn Smith
New Lambton
NSW

Glen, from the sounds of your Battlefront problem you have failed to assign individual objectives to senior HQs. In battle terms you have not ordered your men to advance. Get into the objectives menu and where it asks for a division, type the number of the formation you want to advance to that objective. A number of objectives can be assigned to each formation, the computer will attack the nearest one first and then decide which objective it should tackle next.

The ratings of various weapon systems are ultimately subjective so feel free to change them if your favourite piece of hardware has been marked down by the designers.

As for work in progress, suffice it to say that my arrival has freed up Ian to work on all sorts of goodies we're sure you'll love.

Ed.

Dear Sir,

Three years ago I bought my first computer, a C-64 with a disk drive. my only purpose for this was to use it for games and simulation programs. since I have been a wargamer for 20 years I wanted to use it, among other things, for playing wargames. I was lucky to find and acquire several SSG programs from the start and I can easily say that they are among the very best on the market today. They have given me countless hours of enjoyment. I especially like the "edit" facilities which have enabled me to try several interesting "what-if" situations.

Two years ago a friend of mine, who is an army major, and I designed a completely new scenario using *Battles in Normandy*. The reason for this was that my friend who is also a long time gamer, is serving as an instructor at the Combined Armed Forces Staff College where the instructors had started talks about using computers when studying operations and tactics.

My friend and I decided that we should offer to give a demonstration for the instructors of what is possible using a simple computer like the C-64 and a commercially inexpensive "off the shelf" program.

Since our offer was accepted we sat down for a couple of evenings and designed a contemporary scenario set in northern Sweden, using one Soviet mechanised division and three Swedish brigades.

When we demonstrated the program we pointed out that it was not suitable for use "as is" at the school, but we wanted to show just what can be done with the commercially available software and inexpensive home computers.

The instructors particularly liked how the program portrayed losses and fatigue not only with units active in operations but also those adjacent to enemy units. These two areas are otherwise easily overlooked by some students.

Even though they could point out some flaws in the simulation, e.g. the limited graphics and the inability to correctly portray certain types of units, they were impressed by the program and it gave the school ideas for continued studies.

Since our demonstration, I have been told that the college has studied both *Carriers at War* and *Europe Ablaze* during the past two years.

Recently I came across your magazine *Run 5* and was able to buy the first three issues (now valuable collectors items-Ed.). I was deeply impressed. Since I bought a new computer (Amiga 500) I would also like to know which of your programs are available for that machine. I am still keeping my C-64 though, to be able to use the SSG games I already have.

Sincerely

Sten Ekedahl
Major, Royal Swedish Air Force
Sweden

Dear Sirs,

I have never written to praise a product before, but I am now.

Some comments. I really love CAW and play it often, even though I don't have enough scenarios. After the abysmal AI in Harpoon the AI in CAW is a real change. You have every right to brag about it.

The interface is wonderful too. I like the "3-D" feel of the buttons and outlines. And the graphics are superb, especially the seaplane bases.

A few suggestions for the next release of CAW:

1) Allow Dauntlesses to be placed up on CAP at player's discretion. This last ditch defence was sometimes used in the war, though not often.

2) Allow the player to create his own task groups and forces, so damaged ships can be sent away under escort

3) Place a limit on the number of aircraft, rather than squadrons, I can use at a given base. Would Henderson Island really have been able to accomodate the 160 aircraft I off-loaded onto it from my carriers during the Eastern Solomons campaign?

4) Change the computer instructions so that it doesn't do anything stupid like fly planes on a strike transfer from a safe base to a carrier that has already been sunk. Like the carrier's escorts haven't already informed the base not to send off the airplanes since there's no place to land?! (Very annoying during the Midway campaign!!).

5) A base should vanish once enemy troop transports have been successful in landing troops there, or at least have some probability of being converted to the other side's use. Not that this happened all the time in the war, but it would constitute a real punishment for the players. One sees the makings of a serious campaign type game, in which one is assigned forces and chooses sites to land against and...

6) Speed time up somehow, nights get dull.

7) Add a command so you can specify at which time you will want the computer to interrupt the passage of time.

8) Player, not computer needs to select armament. How else can Nagumo's error at Midway be repeated? Also, readying times need to be known, so the player can factor them in.

Thanks for reading. No need for a reply. I know you have heard all these before, but I figured , the more that write, the more chance changes will be made.

Once again, you have a wonderful product , for which the scenario editor better be out damn quick.

Sincerely

Michael A. Turton

Arlington, VA

USA

Michael,

Never satisfied to rest on our laurels we are always looking to improve our products and as you've already read in the editorial the Construction Kit will include an updated CAW program. I can't reveal just how Roger and Ian have improved the game but I can guarantee you'll like it.

Ed.

Dear Sirs,

Based on *Run 5* back a couple of issues ago, I was pessimistic about SSG's continued existence. I am now a lot more optimistic, based on both the purchase of your games for the IBM and your efforts at "guerilla marketing". I have long maintained that SSG produces the best military simulations on the market.

Of course, like most admiring fans, I want something. Of the military game systems which you have produced, I feel *Decisive Battles* to be the best. Certainly *Carriers at War*, *Battlefront* and *Russia* have their merits, but *Decisive Battles* stands head and shoulders above the rest in both simulating history and in letting home-grown scenario designers (like me) create their own history.

Several features of the system contribute to this. First, the command/order structure in a definite role: Commander-in-Chief. Combined with the leader values and the hidden movement routines, it gives the player real insight into the options and limitations of command on the pre 1900-s battlefield.

The movement routines are masterfully done - far superior to the usual "move 'em one at a time" mechanics of other games. Brigades realistically march (or fail to march) to their objectives.

Finally, the many design options (such as unit objectives, entrenchment flags and relative combat values) permit unrivalled flexibility in designing scenarios.

Well, what do I want? A Napoleonic Decisive Battles. The only entries in the field are from SSI - and they are not very impressive. The topic affords great scope for multiple volumes. Large groups of gamers and history buffs are interested in the period.

Upon analysis, not much has to be changed to adapt *Decisive Battles* to Napoleonic warfare. (Yes, I also work with computer programmers, and I know that "not much has to be changed" is a phrase that causes fainting and hysteria.) The scale, (brigade level), is right. The weapons interactions are basically correct. Here is what, in my opinion, changes.

First, the interaction between cavalry and infantry must be elaborated. The presence of cavalry close to enemy infantry should slow infantry movement and decrease infantry firepower (they've all formed square). Also, it should make infantry better targets for artillery (squares are hard to miss). Cavalry should also be permitted to charge 2 or 3 hexes, and to shatter infantry which is in poor shape or is surprised.

Second, the range of small arms (other than rifles) should probably drop to 1 hex.

Third, the varying skirmishing capabilities of different units must be simulated - possibly through the "number of regiments" factor.

Well, that's the meat. Here's the gravy. In addition to being rated for leadership and staff, leaders should be rated for aggressiveness. Blucher may not have been as good a leader as Napoleon, but he was at least as aggressive.

Similarly, some of the Emperor's marshals were comfortable in a defensive fight. To simulate strategic movement, permit players to designate the entry points for off-map units. As the entry points draw to the enemy's rear, the chances of the reinforcements being delayed increases. Leaders should also have an effect on this.

Whatever you do, good luck!

Very truly yours,

Leonard R. Heinz

16 Altadena Drive

Pittsburgh, PA

USA

Thanks Leonard, the Napoleonic period certainly holds a fascination for many of us here at SSG. I guess that's why we want to get it right before we do a Napoleonic game. I wouldn't hold your breath though, there are still only 24 hours in the day and the computer programmers emancipation league has threatened to picket us unless we allow Roger to eat and sleep.

Ed.

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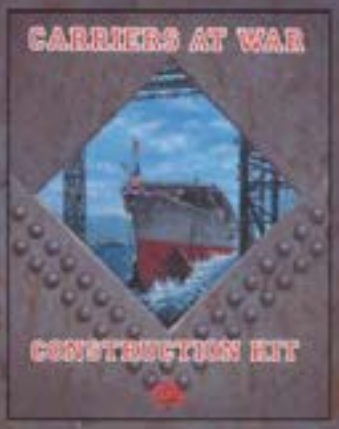

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